



Miguel Quezada

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Profile

Usually my fields of work lean between being a Technical Artist, Programmer or Web Developer.

I consider myself a team player who tries to make his teammates better (never forgetting the human part) and also being improved by them to get the work to reach greater heights than expected at the beginning.

Education

2016-2019

BFA in Game Design

SAE Institute México

Relevant courses:

- Usability and Interaction Techniques
- Experience Design
- Interactive Entertainment Theories

Experience

2021

Grupo Tecartd, Programmer

Mainly I have been focused in two projects:

- **Ignition**, a customizable digital events platform, which has been used for clients like DAIMLER or La Salle.
- **Union**, rack visualizer and creator with pricing for the furniture brand of the group.

2020

Ykaro Estudio, Technical Artist

Integration of digital character, **El Chepe**, created by the studio for Grupo Televisa. It takes use of the Virtual Production pipeline of Unreal Engine while using motion capture.

2019

ARSCITE, Game Designer/Programmer

Game gallery using the Leap Motion Sensor and an activation for VIPAL in Expotransporte Puebla 2019, which consisted of simulating a truck tire change.

2018

Zeeds Soluciones, Game Designer/Programmer

Modeling of an scenario and integration of it in a virtual reality tour to promote, **Urbox**, a physical events application.

Others

2019

Cannes Film Festival 2019, Essay

Winner of the essay competition **3 Days at Cannes**, which provided travel and assistance to the festival.

Languages

Spanish

English (B1)

German (A2)

Visual Design

Adobe Ps, Pr, Ai

3D

Unity

Unreal Engine

Maya

Substance Painter

Programming

C#

Shader

HTML/CSS/JS

PHP