

## EDUCATION

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- EVAD, Escuela de videojuegos y Arte digital** Málaga, Spain  
**Master degree in 3D Art** 2019-2020  
Led the creation of the master's final project (vertical slice), ultimately leading to the game being published on consoles and PC.
- URJC, Universidad Rey Juan Carlos** Madrid, Spain  
**Bachelor Degree in Videogame Design and Development** 2016-2019  
Conceptualized and developed 3D assets for a student game that won 'Best Visuals' at the university's annual Game Jam.

## EXPERIENCE

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- Mindiff Technologies** Remote,  
**Junior Environment Artist** 2021-2023
- Created high-quality 3D characters and environments from concept art provided by colleagues, using Zbrush and Substance Painter, resulting in eye-catching pieces that met project requirements and matched the game's art style.
  - Contributed to the asset creation pipeline by retopologizing, baking mesh maps, and PBR texturizing models provided by colleagues.
  - Demonstrated proficiency in organic modeling by creating highly detailed props and characters.
  - Decreased production times by developing a more efficient asset creation process by using modular kits and trimsheets.
  - Successfully created hard surface 3D models that were seamlessly integrated into the game engine.
  - Developed complex procedural PBR materials using Substance 3D Designer, which streamlined the generation of several variations.
  - Worked with project managers and team leads to prioritize tasks and meet project milestones on time.
  - Provided feedback and suggestions on 2D concepts to ensure that they were suitable for 3D implementation, leading to a consistent visual style across all assets.
  - Worked closely with 2D art team to brainstorm and develop new concepts and ideas, resulting in innovative and visually stunning designs.
- Kaiju Games** Málaga, Spain  
**3D Artist Intern** 2021
- Created optimized low-poly models that met performance requirements for mobile games, resulting in fluid gameplay and efficient resource utilization.
  - Created handpainted textures for a wide range of 3D models, including environment assets and characters, demonstrating versatility and adaptability in working with different types of models.
  - Worked closely with developers to ensure the integration of the assets into the game engine, which led to seamless integration and optimal performance.
- Chaotic Lab** Málaga, Spain  
**Character artist/rigger** 2020-2022
- Created high-quality 3D models that matched the style and tone of the game, delivering an immersive and engaging player experience.
  - Designed and implemented lighting schemes that enhanced the mood and atmosphere of game levels, leading to an increased sense of tension, as the lighting heightened the drama and intensity of each level.
  - Developed character rigs and animations that seamlessly blended with the game's overall aesthetic and design, making the gameplay experience smoother and more immersive.
  - Crafted remarkable art materials, such as concept art, promotional images, and video trailers, that were key in securing increased investor interest and support for the game.
  - Created high-quality VFX and shaders that enhanced the overall visual quality of the game, resulting in a more polished and professional product.

## ADDITIONAL INFORMATION

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**Published Titles:** System of Souls (Chaotic Lab) PS4/PS5/PC & Al Rocío (Kaiju Games) Mobile.  
**Software proficiency:** Zbrush, Blender, Substance Suite, Photoshop, Marmoset Toolbag, Unreal Engine, Unity.  
**Soft skills:** Attention to detail, adaptability, time management, problem-solving, open-mindedness, creativity.  
**Languages:** Fluent in English and Spanish (native).  
**Interests:** Photography, anime and gaming.  
**External links:** [System of Souls Trailer](#) and my artstation page: [artstation/franciscopacheco](https://www.artstation.com/franciscopacheco)