**Antonio Ordaz**

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**Education**

**Ringling College of Art and Design, Sarasota, FL**

Graduated with a bachelor’s in game art, Graduation Year 2021

**Game Development and Design Experience**

* Cooperated with a class to create assets for our own games.
* Developed games that have unique art styles.
* Extensive knowledge in Substance Designer, Alchemist and Painter.
* Proficient knowledge in creating Houdini particles and destructions.
* Proficient knowledge in Embergen.
* Participated in a team art critique and feedback.
* Proficient in the Unreal Engine 4 and 5 pipeline for integrating real-time effects to support game design and reward player experiences.
* Extensive knowledge of Niagara emitters and systems.
* Proficient in hard surface and modeling capabilities in the programs of Zbrush, Maya, and Blender.
* Knowledgeable in the 2D and 3D art packages for VFX Creation.
* Proficient in creating Hand drawn sprites, textures, and animation using Photoshop.
* Experience in custom materials.
* Experience in Blueprinting.
* Experience in solving technical integration and troubleshooting with real-time effects.
* 5 years of experience in the production of real-time effects.
* 1 year of professional experience in the production of real-time effects.
* Proficient with Unreal Engine 4 and 5.
* Proficient with performance impacts involving Visual Effects in Unreal Engine
* Proficient with visual effects specific to VR
* Proficient with HTML coding
* Proficient with VFX tailored to film/trailer projects

**Professional and Industry Related Experience**

**Junior VFX Artist for Boson VFX, Vancouver - BC 2022-2023**

* Worked on several gaming products that ranged from AA to AAA studios.
* Maintained a rigorous work schedule that allowed me to submit multiple assignments in a short time.
* Cooperated with a team of other fellow artists and resolved issues in a timely manner.
* Setup unique effects that were specific to the unannounced projects with the goal to aid different departments like environment and lighting.
* Participated in meetings that would benefit the work of my peers and I
* Applied procedural generation with Houdini to create explosions and meshes in my effects.

**Freelancing VFX Artist for VEWERX LLC, Universal City, CA May 2024-June 2024**

* Worked with limited resources and made cost effective visual effects.
* Collaborated with multiple programmers to better accommodate the cost of the project.
* Delivered exponential visual effects in a timely manner during Crunch.
* Created simulations through Houdini to help transition between levels.
* Participated in a project that was geared towards the Children’s Hospital of Philadelphia.

**President of Game Design Club, Sarasota - FL 2019-2021**

* Organized events that attract a surplus of people
* Maintained a calm and engaging environment for students to relax and enjoy each other.
* Took charge of a team of 4 and coordinating them to aid events in their success.
* Displayed issues and resolved said issues with a select group of people in a timely manner.
* Kick-started a mentorship program that was integrated with the school’s education system.

**Mentor at Ringling College of Art and Design - Sarasota - FL 2019-2021**

* Guided students on their modeling, programming, and effects.
* Expanded upon communication and problem-solving skills when it comes to handling students and technical issues.

**Personal Skills and Attributes**

I am a strong communicator that listens for understanding and works toward continuous improvement. My strengths are speaking several languages (Spanish, Portuguese, English), problem solving, and listening for meaning. I am a team player that focuses on understanding constraints and working to map out solutions. I consistently take feedback, act on it toward continuous improvement. I have a keen eye on the fundamentals and movement of effects.

My values are a strong work ethic, with a focus on integrity, and honesty. My personal attributes transition to everything I do and are demonstrated in how I complete every project I work on. I can see the “big picture” on projects and stay focused to see them to the end. I am well organized and maintain a healthy work environment. I quickly provide a solution to work around when problems are encountered on a project. I am diligent on projects and get work submitted on time and with high quality.

**References**

* Hugo Gutierrez: Head at Boson VFX hugo@bosonvfx.com