

Alfredo Fonseca Siqueiros | Technical Artist

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Work Experience

Garmin, Labs - Studio 4:

Technical Artist Intern, May 2025 - August 2025

- Added visual improvements to the procedural map generation for Home Tee Hero, supporting more than 42,000 procedurally generated maps.
- Developed an experimental tool using procedural animation to visualize kinematics for an exploration within Labs. Technologies used in projects: Unity, C#, Jira, Git, and Blender.

Fiverr, Freelance Work:

Technical Artist, March 2025 - May 2025

- Worked as a freelance technical animator/artist. Developed a wide range of projects, among them: Python tools for Maya, character rigs, 3D environments, characters, animations, rendering, and texturing.
- For film and video game projects.

RIT School of Interactive Games and Media, Changeling Project:

Technical Artist Intern, Team Size: 20, January 2023 - May 2023

- Optimized scenes in Unreal 4 and full deployment of characters, from concept to engine implementation
- Optimized and rigged 5 different characters and props using Maya
- Updated engine version inside source control software (Perforce)

Projects

Finger Guns, Personal Project, Role: Technical Artist, Team Size: 6, August 2022 - December 2022

- VR Shooter created using Unreal Engine 5
- Developed laser VFX for aiming using Niagara
- Developed a comic post-process shader inside Unreal Engine

Custom Game Engine, Game Graphics Programming, Solo, August 2023 - December 2023

- Created a game engine from scratch using DirectX 11 and C++ for a semester-long class project
- UI created using ImGui

Technical Skills

C#, C++, Python, JavaScript, MEL, 3D Modeling, Texturing, UV Unwrapping, 3D Rigging, Animation, Optimization,, Procedural Generation, Tools, Motion Capture

Software Skills

Visual Studio, Maya, Blender, Substance Painter, Unity, Unreal Engine, Gimp, PhotoShop, Houdini, Perforce, Jira, Vicon

Language Skills

Spanish, English, Chinese

Education

Bachelor of Science, Game Design and Development, Rochester Institute of Technology/ Minor, Business

Administration, Rochester, NY, December 2023, GPA: 3.71, Recognitions: Dean's List since 2019, Fulbright Program semi-finalist.

Master of Science, Technical Art and Visual Effects, Abertay University, Dundee, Scotland, November 2026

Relevant Coursework: Advanced Rigging, Characters and Crowds, Technical Art and Visual Effects, Realtime Tool and Pipeline Development, Realtime Graphics and Shader Techniques, Procedural Content Generation, 3D Asset Production Pipeline for Videogames