Alfredo Fonseca Siqueiros

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Education:

Bachelor of Science, **Game Design and Development**, **Rochester Institute of Technology**, Rochester, NY, December 2023, GPA: 3.71, Recognitions: Dean's List since 2019, Fulbright Program current semi-finalist.

Minor, **Business Administration**, **RIT Croatia,** Zagreb, Croatia, August 2022

Relevant Coursework: Advanced Rigging, Characters and Crowds, Foundations of Game Graphics Programming, Procedural Content Generation, Data Structures and Algorithms II, 3D Asset Production Pipeline for Videogames

Skills:

Programming Languages, etc.: C#, C++, Python, JavaScript, HTML, CSS

Software: Visual Studio, Maya, Substance Painter, Unity, Unreal Engine, Gimp, PhotoShop, Houdini, Perforce

Languages: Spanish, English, Chinese

Job Experience:

RIT School of Interactive Games and Media, Changeling Project:

Technical Artist, January 2023 - May 2023

Responsible for various tasks in the art pipeline for a VR game called Changeling. 3D model and shader optimization and development. Rigging, lighting, and character development.

Golisano College of Computing and Information Sciences:

Teaching Assistant, August 2021 - December 2023

3D Animation and Asset Production (IGME 219) and *3D Asset Pipeline for Games* (IGME 317). Responsibilities: grading and assisting students with assignments. Check topology, UVs, textures, rigs, skin weights, and animation.

GCCIS Tutoring Center:

Tutor, September 2023 - December 2023

Tutored first-year students in core programming courses and other classes. Topics included: C#, JavaScript, etc.

RIT Golisano Institute of Sustainability:

Data Visualization Assistant, July 2023 - October 2023

Development of data visualization application using Python and Bokeh. Wrote detailed documentation for users with no programming experience

Projects:

Finger Guns, **Personal Project, August 2022 - December 2022**

Working with a team of 4 fellow students to develop a VR shooter game using UE5. Role: Technical Artist (Shaders, Gameplay VFX)

Croak and Dagger, **Production Studio, August 2022 - December 2022**

Worked with a team of 14 Art and Game Design students to develop a hack-and-slash narrative game using Unity. Role: Technical Artist (Rigging and Animations, Shaders)

Into the Rift, **Game Design and Development II**, **January 2022 - May 2022**

Worked in a team of 5 developing a game using UE4. Role: Technical Artist (Rigging and Animation, Procedural Generation)

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

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

Student Organizations:

Alma de Mexico RIT, **President and Performer, May 2023 - December 2023**

Student club focused on sharing Mexican culture and traditions through dance performances and other activities.

Latin Rhythm Dance Club, **Performance Team Member, Feb 2023 - December 2023**

Student club focused on teaching and performing Latin Dance such as Bachata, Salsa, and Merengue