

Alfredo Fonseca Siqueiros | *Technical Artist*

Work Experience

RIT School of Interactive Games and Media, Changeling Project:

Technical Artist, January 2023 - May 2023

- VR narrative game developed using Unreal Engine
 - Optimized and rigged 5 different characters and props using Maya
 - Updated engine version inside source control software (Perforce)
 - Updated animations in the environment using UE Sequencer
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Projects

Finger Guns, Personal Project, August 2022 - December 2022

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

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

- Third-person, hack-and-slash game developed using Unity
- Created a rig for the tongue inside Maya
- Created VFX for shapeshifting weapons using shader graph
- Optimized model, textures, and rig for in-engine use

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

- Third-person roguelike game developed using Unreal Engine
- Created model, textures, rig, and animation for character Maya and Substance Painter
- Implemented into Unreal Engine with Animation Blueprints
- Began developing procedural map 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
 - UI created using ImGui
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Technical Skills

C#, C++, Python, JavaScript, 3D Modeling, Texturing, UV Unwrapping, 3D Rigging, Animation, Optimization, Engine Implementation

Software Skills

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

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.

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