+1 585 709 8494
https://nineteenfrog.github.io/
alfredo.fonseca.siqueiros@gmail.com

Alfredo Fonseca Siqueiros | *Technical Artist*

Work Experience

RIT School of Interactive Games and Media, Changeling Project:
Technical Artist, Team Size: 20, 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

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 Niagra
- Developed comic post-process shader inside Unreal Engine

***Croak and Dagger,* Production Studio, Role: Technical Artist, Team Size: 15, 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**, **Role: Technical Artist, Team Size: 5, 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**, **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, 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