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Alfredo Fonseca Siqueiros | *Technical Artist*

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

- 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 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, Engine Implementation, Procedural Generation, Tools

Software Skills

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

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