

# Alfredo Fonseca Siqueiros | *Technical Artist*

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

---

## 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