

Alfredo Fonseca Siqueiros | *Technical Artist*

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Technical Skills

C#, C++, **Python**, JavaScript, MEL, 3D Modeling, Texturing, UV Unwrapping, **3D Rigging**, Technical Animation, Asset Optimization, **Procedural Generation**, **Tools Development**, **Motion Capture**

Software Skills

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

Language Skills

Spanish, English, Chinese

Projects

Shoot FMV, Abertay University, September 2025 - December 2025

- Developed a **motion capture** pipeline using **Vicon Shogun** Live and Post for animations rendered in **UE5**
- Developed stylized shaders in **HLSL** using Unreal Engine's shader editor
- Scripted animation tool using **Python** for UE5 deployed with the **Editor Utility Widget** to mimic animations in two's, three's, or N's.

Project Lucence, Global Game Jam, January 2026

- Implemented **character animations** and animation state machine in UE5 using Animation Blueprints for **custom rigged** character in 48 hours
- Incorporated Niagara systems into animations synchronized with animation notifies for gameplay

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. Technologies used in projects: **Unity**, **C#**, **Jira**, **Git**, and **Blender**.
- Developed an experimental **tool** in **Unity** with **C#** using **procedural animation** to visualize kinematics for an exploration within the Garmin Labs team.

Fiverr, Freelance Work:

Technical Artist, March 2025 - May 2025

- Developed a wide range of projects, maintaining clear communication and time management
- Projects included: **Python tools for Maya**, **character rigs**, 3D environments, characters, animations, renders, and texturing

RIT School of Interactive Games and Media, Changeling Project:

Technical Artist Intern, January 2023 - May 2023

- **Optimized** scenes in **Unreal 4** and fully deployed characters, from concept to engine implementation
- Optimized and **rigged** 5 different **characters and props** using **Maya**
- Updated engine version inside source control software (**Perforce**)

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, Expected August 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