Fred Esparza

3D Artist /Technical Artist

956-257-2165

 fr3d.artstation.com

Fredesparza70@gmail.com­

 408 Rancho Del Rey. Mission, Texas

Objective

Continue to progress as a professional 3D artist and create engaging interactive experiences

Skills

High-poly /Low-poly Modeling | Texture Baking |Rigging |Animation |3D Scanning Pre-viz |Texturing(PBR)

Software

3ds Max |Maya |Zbrush |Quixel Suite |Substance Painter /Designer | Photoshop | Topogun 2.0 | Marmoset Toolbag | Keyshot |Arnold

Engine

Unity |Unreal Engine /UDK| Cry-Engine |Lumberyard |Autodesk Stingray

Experience

**GhostWare Games |3D Artist |May 2016 – Current**

* Programmed scripts in C# to create Game-Play, Player, and UI elements.
* Created Environment and Player Assets.
* Used modern texturing techniques with DDo, and Substance Designer to keep a consistent art style.
* Rigged and Animated character inside 3ds Max and ported to Unity.
* Created Pre Visual Art to create a cohesive look and feel for the game.

**3D Scan LA |3D Artist |February 2016 – April 2016**

* Re-Topologies scan data provided by clients.
* Created automated script using WrapX python API.
* Modeled custom Base Mesh.
* Rendered in Luxion-Keyshot 6.

**Halon Entertainment| FX Artist| January 2016 – February 2016**

* Created Particle Effects assets using Unreal 4 Cascade, After Effects, FumeFx.
* Created Destruction Simulations using Pull Down It.
* Carved out broken mesh details.
* Used Shotgun to maintain an organized workflow.

**Black Spiral Studio |3D Artist | May 2015 – December 2015**

* Created Prop and Character Assets.
* Used modern texturing techniques with DDo, and Substance Designer to keep a consistent look to assets.
* Rigged and Animated character inside 3ds Max and ported to Unity.
* Created Animation Trees inside Unity To create the animation Controllers

**Human Engine/Art Science Labs| 3D Artist | May 2014 – April 2015**

* Worked with a small team to create high quality 3d scans.
* Cleaned 3d Scan generated from capture.
* Projected Base Topology.
* Generated FACs / Blend Shape library for Character Model.
* Researched and documented photogrammetry workflow to create character models that are generated from a human scanning process.
* Worked with an outsourcing team, evaluated their work and helped document internal workflow to send to the rest of the team.

**Environment Art Intern | Sony SCEA/Santa Monica Studios| December 2013 - April 2014**

* Assisted the Lead Destruction Artist with maintaining a cohesive understanding of the Destruction pipeline with the designers and artist.
* Carved out broken mesh details.
* Assign collision mesh to physics object.
* Troubleshoot physics object/breakable.

Education

**The Art Institute of California - Los Angeles | Bachelor of Science in Game Art & Design | January 2010 - December 2013**

* Best Portfolio of Graduating class of 2014
* Dean List of Honor Summer 2010 – Winter 2014
* Best of Quarter Intro to 3d Modeling, Hard Surface and Organic Modeling