

# Fred Esparza

956-257-2165  
fr3d.artstation.com  
Fredesparza70@gmail.com  
408 Rancho Del Rey, Mission, Texas

3D Artist /Technical Artist

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## 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

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## 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.
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## 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