

Rodney Figueroa

7138 Saranac Street Apartment 23

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Let me start by giving my sincerest thanks for allowing me this opportunity to give my resume a look through. I urge those interested to please visit 3DFigueroa.com to view samples of my work.

My Bachelors of Science is in Game Art and Design and I feel like my education and experience will help me greatly in an artist or design position. I am familiar with most current generation technologies and art techniques as well as being experienced in large group work and deadlines on a professional level. I have worked as a single entity also and am very comfortable working in either environment.

I have experience with on site training, computer build and repair, idea development, concept art, and drafting as well as 3d modeling. My computation skills extend to experience with programs like 3d Studio Max, Maya, Blender, Photoshop, and others which are listed in the resume part of this packet. I have broad knowledge of animation and lighting techniques as well having worked with Unreal Engine. Once again, thank you for picking up and viewing my packet and perhaps I hope to hear from you soon.

Regards,

Rodney A. Figueroa B.S

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Objective/Summary:

Four years of educational experience in Videogame art and Design including asset concept and thought process for them, the modeling of the objects using a 3d manipulation programs and their finalization through the use of texture maps and color. Extensive experience in meeting deadlines and quality goals; also experienced in working in both small groups and larger groups all focused towards the finishing of a project and assist those who need assistance meeting their goals with supplementary knowledge of programs or techniques.

Software/Technical Knowledge:

- UV Texture Unwrap and Texture
- Polygon Modeling (high/low)
- 3d Character rigging
- Texture map creation (Normal, Specular, Ambient occlusion, Diffuse)
- Adobe Dreamweaver
- Adobe Photoshop
- Adobe Aftereffects
- MS Powerpoint
- MS Word
- 3D Studio Max
- Maya
- Zbrush
- CrazyBump
- Unreal Engine
- Flash
- Lighting
- Game Test Methods
- Game Development

Traditional Art Skills

- Traditional Freehand Illustration
- Digital illustration
- Clay Sculpture

Education:

The Art Institute of California-San Diego,
Bachelor of Science, Game Art & Design

September 2008

Creative Experience:

Prototyping 1&2 Unreal Level "Train"

Dec 2007

- Prop Modeler/Texture Artist – Modeled objects to be placed in the scene
- Asset Designer – Brainstorming assets and overseeing their design and completion
- Texture Artist – Textured assets upon modeling completion
- Worked in conjunction with a team of 8 to meet project deadlines and quality standards
- Worked In both 3d Studio Max and Unreal Engine
- Deadline oriented work was completed on time and per quality standards

Senior Project "Mercado"

Sept 2008

- Concept Artist – Designed layout, appearance, and overall look of the project from pencil concept to 3D application
- Asset Designer – Designed models placed in scene from concept
- Texture Artist– Textured assets upon modeling completion
- Design – designed lighting, and model placement
- Strive for realism in textures and modeling
- Worked with multiple programs including Zbrush and Photoshop as well as 3Ds Max
- Worked as a single entity throughout the design process as well as meeting deadlines efficiently
- Displayed knowledge of 3D Studio max Capabilities and rendering engine

Architecture Project "The Great Mendrick"

June 2008

- Worked from a design document, but given creative freedom to interpret time period, setting, lighting, and props
- Produced architectural layouts for scene as well as researched heavily on Arts And Crafts style construction
- Followed original design aspects of Color palette and remained true to original design product
- Worked with both 3ds Max and Maya

Work Experience:

Sony FPQA (Nelson Staffing)
First Party Quality Assurance

San Diego, Ca
11/2008–7/2009

- Work with other teammates on Test cases and Project cases for Quality Assurance
- Gained Knowledge of the QA Workflow
- Familiarized self with Devtrack and Devtest Development tools

Sub Marina
Sandwich Creator

San Diego, CA
03/2006–06/2006

- Gained Knowledge of Customer Service and Satisfaction
- Performed Money management and accounting for closing
- Store Management
- Order fulfillment

Olsen's Corner Drug Store

Winnemucca, Nv
01/2004–06/2005

- Gained Knowledge of Customer Service and Satisfaction
- Worked as a Store Clerk

American–Freestyle, Kyokushinkai Karate Studio
Godan (black belt) Rank, Instructor

Winnemucca, Nv
05/2003–06/2005

- Taught young people the Kyokushinkai Karate
- Established a strong sense of pride and confidence in young people and in older students alike
- Demonstrate a willingness to work with any person of any age
- Studio management and account keeping for several students
- Community Building

Performance Computing
Part–Time Worker, File Management

Winnemucca, Nv
05/2001–06/2001

- Manages Customers Files for Billing Purposes
- Collects and Bills customers appropriately for month to month services
- Processes new Internet Account
- Assists Computer Techs in Managing Phone calls and Customers.