



ALFONSO REMI CRESPO
Game Designer
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Professional Skills and Software Experience

Autodesk 3D Studio Max
Autodesk Maya
Adobe Photoshop
Adobe Flash
ZBrush
Mudbox
XNA Game Studio

Character Modeling (Organic / Hard surface)
Environmental Modeling (Destructible / Static)
Unreal / Unity Level Design
Game Design/GDD
Hand-Painted Texturing
Shader Creation / Troubleshooting (2D /3D)
Project Management

Unreal Engine3/ 4
Blade3D
Unity 4/5
Headus UV Layout
Crazybump
Quixel Suite

Experience Summary:

More than 9 years of hands on experience with both traditional and digital artistic mediums. I have served as a Lead 3D modeler, Level Designer, Art Director, Outsource manager, and Technical Artist. An advanced knowledge of Unreal Engine , Unity, 3DS Max, and various miscellaneous 3D modeling packages and programs. Specialties lie in Unreal Technology Development, Unity Development, 3D prop / Environmental Modeling, and game design creation. Extensive experience with AAA Titles, Handheld, and mobile platforms.

Work Experience:

Cubic Corporation –Associate Technical Designer

Nov 2015 – Current

- ❖ I work as a content developer where I create lesson plans in the unreal 4 engine using blue prints.
 - Responsible for integrations of animation assets
 - Creating basic blueprints for functions and macros
 - Creating lesson plans of actions sequences and animations (following script provided)
 - Tested and packaged for mobile platforms and devices.

Heroic-Stand - Creative Director/Project Manager

January 2014 – Jan 2016

- ❖ I was co-owner of a small independent game company developing our original IP's and outsourcing for game studios and firms.
 - Creating original Ip's for the mobile platform using unreal 4 technology
 - Responsible for model integrations, prefab integrations, and pipeline testing for internal projects
 - Game design/Level Design of internal projects as well as production direction/schedules.
 - Overseeing a team of artist as a production manager, specifying look feel/workflow/ pipeline
 - Working on schedules/ deadlines/ working with the client to insure highest level of details is achieved each delivery.
 - Working Directly with client , creating contracts , networking/setting up clientele. Head hunting for new members for ongoing clientele (Artist/programmers/designers etc)
 - Managed a team of over 30 employees.
 - Worked with such clients as Wargaming, Project Phoenix, and Lab Zero
 - Examples of Work/clientele can be seen on website www.heroic-stand.com

Bushi-Go- Studio- Art Lead/Content Director/Project Manager**Aug 2013 – August 2014**

- ❖ Worked on a upcoming Big Name Ip. While working with a World famous Author and Book series of novels from the Dune series.
 - Setting up Kismet events in Unreal
 - Responsible for model integrations, prefab integrations, and pipeline testing
 - Shader Creation within the game engine using the node network.
 - Overseeing a team of artist as a director , specifying look feel/workflow/ pipeline
 - Working on schedules/ deadlines/ working with the client to insure highest level of details is achieved each delivery.

MoonSpider Studio- 3D Artist/Technical artist**Jan 2012 – June 2013**

- ❖ I worked as the resident Technical Artist with the Unity Game Engine and worked on a little bit of everything from 3D modeling, to trigger and VFX placement, and event setups.
 - Created 3D VFX From Pre-Designed 2D Assets
 - Setup trigger / events in Unity
 - Responsible for model integrations,prefab integrations, and pipeline testing
 - 3D Modeling of stylized props and characters
 - Texturing of characters and various 3D assets
 - Scripted custom Mel Script/Python tools to speed up artist workflow

Liquid Development- 3D Artist/Unreal technical artist**Feb 2010 –July 2011**

- ❖ I worked on various projects contracted out to Liquid Development, from various AAA developers. I worked as a 3D modeler, and Unreal artist/Technical artist.
 - Directly Responsible for Reviewing, Repairing, and the Asset Integration Pipeline
 - Provided AAA quality assets and models, including taking them into the unreal engine and setting them up with shaders, lods, and Kismet setup.
 - Worked on exclusive prototypes from various clients as one of the main unreal development artists in the studio.
 - Took Cues, Reference Material and Art Direction from the Team's Art Director and Leads

Crate Entertainment – 3D Modeler/Generalist**Dec 2009 –March 2011**

- ❖ I helped a startup company providing 3D models and optimizations, as well as integrating and testing various props into their game engine.
 - Provided engaging 3d Art for development of the IP Grim Dawn
 - Responsible for the Creation of Environmental Props, and Weapons
 - In Charge of Model Integrations, Prefab Integrations, and Pipeline Testing

Hand Held Games- 3D Generalist/Technical Artist**July 2009 – October 2009**

- ❖ I worked in various roles as a 3D modeler, optimizer, rigger/ animator, and content pipeline integrator for the IOS device. As well as R/D of new tech for the iOS based platform.
 - Modeled, Unwrapped, Animated, and Textured Mobile Game Characters and Environments
 - Constantly Evaluated and Improved the Game Team's Mobile Art / Technology Pipeline
 - Supported the Engineering Team Through Rapid Asset Prototyping
 - Evaluated and Repaired Concerns with Character Animations and Rigging

Digini, Inc- 3D Generalist**January 2009 – April 2009**

- ❖ I worked as a 3D artist, and outsourcing manager. I worked on various assets to set a bar for the outsourcing studio as well as working with the team to improve our Blade 3D engine.
 - Isolated and Solved Character Animation and Rigging Concerns

<http://www.seforin.com>

- Provided Production-Ready Material Setups for all Blade3D Content
- Evaluated and Improved Development Pipeline for Pro-Users and Chinese Outsourcing Team
- Worked with the Development Team to Create Game / Technology Demos For GDC
- Created 3D Content for the Blade3D Marketplace, Website and Newsletter

Stratogon Entertainment – Art Director/ Lead 3d modeler

January 2007 – January 2009

❖ I was originally a 3D modeler, and over time became the Art Lead of this startup studio. I worked with various artists and managed 10 + interns at a time.

- Managed an Extensive Development Team of Varied Artists, Interns, and Engineers
- Art Lead / Director on an Average of Five Concurrent Projects for Various Platforms
- Modeled Characters, Props, and Environments to AAA, Mobile, and Handheld Specifications
- Key Player in the Creation and Development of Numerous Client and Convention Prototypes
- Unwrapped and Textured Dozens of Characters, Environments, and Additional Game Assets



Education

The Art Institute of Fort Lauderdale

December 2004 – March 2008

- Bachelor of Science: Game Art and Design



Shipped Games

Temple Tap (Heroic-Stand)

- Platform: Mobile
- Release Date: October 2014

Harold (MoonSpider)

- Platform: PC
- Release Date: February 2015

Shoot Many Robots (Demiurge Studios)

- Platform: PC/XBOX/Mobile
- Release Date: March 2012

FireFall (Red 5)

- Platform: PC
- Release Date: Dec 2012

Kinect Adventures (Microsoft Game Studios)

- Platform: Xbox
- Release Date: November 2011

The Lost Treasures of Alexandria

- Platform: PC
- Release Date: May 2008

Wild Wild Trains

- Platform: iPhone
- Release Date: July 2009