

FRANCISCO MIGUEL ATIENZA

3D ARTIST AND GAME DEVELOPER

I am a 3D artist and game developer seeking a full-time position in the field of game development, where I can apply my knowledge and skills.

SKILLS

- 3D Character and asset modelling/texturing
- 3D environment art
- High poly to low poly retopology
- Unreal Engine Blueprints
- Video editing

EDUCATION

INTERACTIVE GAME DESIGN AND DEVELOPMENT

Bachelor of Fine Arts (BFA)

Savannah College of Art and Design | 2017 - 2021

EXPERIENCE

MOBILE GAME DEVELOPER

Studio Bit Byte Games 2022-2023

3D modelled and textured game ready assets and characters.

Blueprinted gameplay mechanics for hyper casual games.

Created ad content for KPI tests.

BLACK HAVEN PROJECT LEAD

Indie Game 2021

Lead a group of 6 developers/artists.

Implemented AGILE development to the group.

Created blueprints for gameplay mechanics and puzzles.

Modelled and textured 3D characters for the game.

CONTACT

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