



ALFONSO REMI CRESPO

3 D M O D E L E R

www.seforin.com

seforin@gmail.com

954.802.1179

Software Experience

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

Bodypaint
Headus UV Layout
Crazybump
Unreal Engine 2 & 3
Blade3D 2009

Technical Experience

3d Modeling
Traditional skills (color theory/painting)
Knowledge of Anatomy
Level Design

Personal Skills

Team Management experience
Highly organized and thorough
Passionate about the industry

Work Experience

Hand Held Games- 3D Generalist/Technical Artist

July 2009 – October 2009, Lynnwood WA

I was recommended into the company by one of the original designers of Hand Held Games. Impressed with my knowledge of technical art work and understanding of many different tools, artwork specifications I was able to create and my knowledge of game pipelines, including already have worked with iPhone. I was a perfect fit and became the studio's new technical artist.

- Help development content for existing IP's The studio was working on.
 - a) Provided engaging vivid art for development of iPhone specs .
 - b) Created environments and characters and uv unwrapped and textured.
 - c) Rigged and animated.
- Help to improve the iPhone Development Pipeline
 - a) Providing test content in various formats .
 - b) Help dev staff isolate model/texture/animation import problems
 - c) Feedback to development staff on artist related feature improvements
 - d) Isolate issues with character animation and rigging problems
- Work with India outsourcing team to unblock asset pipeline issues
- Work with Input of game features on unannounced IP with designers.

Alfonso Remi Crespo – 954.802.1179 – seforin@gmail.com

Digini Inc- 3D Generalist

January 2009 – April 2009, Issaquah WA

I was personally hired by the CTO and VP of Product Development of Digini who were both impressed with my talent, positive attitude and ability to network with the art community. I was given personal responsibility to help the development team improve the asset pipeline, assist the community members and provide the Shanghai asset team with moving assets into the engine.

- Help development to improve the Blade3D Content Pipeline
 - a) Providing test content in various formats from major art packages.
 - b) Help dev staff isolate model/texture/animation import problems
 - c) Feedback to development staff on artist related feature improvements
 - d) Develop content to test future features (Billboard support, Light/Blend Maps)
 - e) Isolate issues with character animation and rigging problems
 - f) Provide final material setups for all Blade3D content

- Provide QA for content pipeline and renderer
 - a) Develop and run basic sniff tests to ensure lighting/pipeline does not regress
 - b) Provide and run test suites to gather metrics on engine performance

- Provide on-going customer support for all content pipeline issues. This included the creation of white papers and tutorials to help customers with the engine for the following areas:
 - a) Asset pipeline from all major art packages
 - b) Vehicle rigging and set up
 - c) Proxy collision mesh setup
 - d) Art optimization for the engine

- Work with pro-users and China outsourcing team to unblock asset pipeline issues
- Create engaging content for technology samples to highlight engine features
- Create content for "emergency demo" situations (such as GDC)
- Create content for the Blade3D marketplace, website and newsletter

Stratogon Entertainment – Art Lead/ 3d modeler

January 2007 – January 2009, Plantation FL

I was originally hired at Stratogon as a 3D modeler and texture artist. Over time I took on additional managerial responsibilities and eventually became the art lead. I worked on a number of game projects including casual, PC, and console titles. I also worked with and trained many artists and oversaw development of a number of titles.

- Provided pipeline to help assist company's time frames to complete projects in an orderly and timely manner
 - a) Worked with next-gen pipeline for 3d model assets of objects, characters, and vehicles.
 - b) Hired team members, gave art tests and created pipelines based on skills of team member
 - c) Worked closely with interns/junior staff so they can easily work on content for the pipeline
 - d) Gave training in gray areas they needed direction in (sculpting, high-poly modeling, level editor etc.)

- Created engaging 3d content
 - a) 3d characters (previous gen, next gen and hand held)
 - b) Vehicles and assets
 - c) High poly modeling and sculpting
 - d) UV unwrapped, map baking, vertex coloring etc.

- Oversaw and developed several independent casual games on pc, worked on the announced Xbox live title ARC Angels as well as many unannounced titles on Xbox 360 and Wii platforms.
 - a) Level placement following level design sheets given by the Environment Designers.
 - b) Lighting setups
 - c) Particle setups

- Worked closely with programmers to make sure pipelines were followed to fit the needs of both the artists work flow and the programmer's integration workflow.

Mad Ninja Cow

May 2005 – July 2006, Lauderdale FL

Mad Ninja Cow was formed by myself and two other associates with the goal of building games to promote our artistic and game development talents. Initially the titles were being developed as entries in independent game development contests. After a period of time we began looking outside the contest scene and started looking at XBLA as a target platform for our work.

- Managed several video game projects in a leadership position (nonprofit).
- Helped organize teams and create basic workflows to assist finishing the game in a timely manner.

- Both modeled and textured the main characters for project "Scratch Beat" and many props/objects that fit in the stylized environment.

Shipped Games

The Lost Treasures of Alexandria

- Platform: PC
- Release Date: May 2008

Wild Wild Trains

- Platform: iPhone
- Release Date: July 2009

Education

The Art Institute of Fort Lauderdale

- Bachelor of Science in Game Art and Design, December 2004 – March 2008

References

Akio Segawa	Art Producer	5th Cell	253.740.8992
Christian Beaumont	CTO	Digini Inc	425.818.0955
Frank Savage	CTO	Blade Games	425.894.7882
Jay Sharpe	Art Lead	SnowBlind studios	425.877.9894
Michael Bolden	Director of Business Development	Stratogon Entertainment	313.570.0059
Mark Dygert	Lead Character Animator	Her Interactive	425.514.5852