

Alfredo Pena
Environment/Texture Artist
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Objective: An environment/texture artist position at a leading games studio.

EDUCATION

Academy of Art University, San Francisco, CA. B.F.A. Animation(Emphasis Gaming). May 2010

EXPERIENCE

Freelance 3D/2D Artist June 2010 - Present

Freelance 3D work in Maya/Variou s Game Engines, 2D Work in Photoshop/Illustrator, Video Editing

Ferma Corporation, Mountain View, CA

Junior Project Engineer March-May 2014

Took new hires to safety orientation, Handled on site incident reports/time cards for work force,

Filled out any extra work sheets as needed

ItsyBitsyStories, Oakland, CA

CG Artist February 2012-February 2013

Modeling/Texturing Environments, Props, & Characters

Blend Shape Animation, Lighting, Rendering, & After Effects Work

ItsyBitsyStories, Oakland, CA

Intern September 2011-January 2012

Modeling/Texturing Environments, Props, & Characters

Blend Shape Animation, Lighting, Rendering, & After Effects Work

Tall Chair, Inc. San Francisco, CA

Intern February-May 2010

Modeling/Texturing Environment & Props

Asset Importing Into Unity Engine

SKILLS

Maya : Modeling, Uvs, Lighting, Rendering

Photoshop : Texturing & Photo Manipulation

Unreal Engine 4 : Asset Importing, Lighting , Collision, BSP Creation

CryEngine3 : Asset Importing, Lighting, Terrain Creation/Painting

Unity 3D Engine: Asset Importing, Lighting, Collision

Modo : Texturing

Mudbox : 3D Sculpting & Normal Map Creation

Marmoset Toolbag 2: Lighting

NDO: Normal Map Creation

Zbrush : 3D Sculpting & Normal Map Creation

Headus UV Layout : Uvs

Crazybump : Normal & Spec Map Creation

After Effects : Video Editing & Compositing

Final Cut Pro : Video Editing

Dreamweaver : Website Creation

English

Spanish

REFERENCES

Available Upon Request