

EXPERIENCE

Environment/Character Artist – “Primae Noctis” August 2009 – Present
The Guildhall at Southern Methodist University, Plano, Texas

- Currently in charge of creating two of the main characters in a 17 member team.
- Created their respective concept art, orthographic views, modeling, unwrapping, texturing and normal maps from high polygon models.
- Sketched, modeled and textured assorted set pieces with a medieval theme.

Environment/Character Artist – “Harvest” May 2009– July 2009
The Guildhall at Southern Methodist University, Plano, Texas

- Created concept art and modeled, unwrapped and textured environment assets and buildings in a 9 member team.
- Produced orthographic views for one of the main characters and the game’s villain, as well as modeling their meshes.
- Optimized the characters’ polygon count to facilitate a cel-shading effect with the Unreal Engine 3’s Material Editor.
- Made sure that all characters and assets maintained a consistent and distinctive “steampunk” art style.

Lead Artist – “The Galatea Effect” October 2008 – December 2008
The Guildhall at Southern Methodist University, Plano, Texas

- As the single artist in a four man team, created concept art and sprite sheets for a 2D action game in the Torque Game Builder engine.
- Produced all animation sprites for the main character, three enemy types, particle effects, pick-ups and HUD elements.
- Drew static art for backgrounds, splash screens, end-game screens, box art and booklet
- Worked closely with the game designer to keep the art style as similar to his vision as possible.
- Consulted frequently with the programmer to keep our game within technical scope for visuals and particle effects.

EDUCATION

Masters of Interactive Technology in Digital game Development
The Guildhall at Southern Methodist University, Plano, Texas August 2008 – Present

I am currently pursuing a Masters degree while working as an environment artist for our final capstone project: “Primae Noctis”, an Unreal Tournament 3 total conversion.

Skills

- High polygon, low polygon and hard surface modeling
- 3D sculpting and normal map creation
- Unwrapping and texturing
- Importing art assets into Unreal Engine 3
- Knowledge of the Unreal Engine 3 Material Editor
- Rigging and animation
- 2D sprite creation and animation
- Traditional and digital drawing skills
- Ability to work with tight deadlines and long hours
- Fully bilingual (English-Spanish)

Tools

- Autodesk 3DS Max 2009
- Autodesk Maya 2009
- Autodesk Mudbox 2009
- Adobe Photoshop CS3
- Adobe Illustrator CS3
- Adobe Flash CS3
- Adobe InDesign CS
- MS Office 2007 Suite
- Tortoise SVN

Engines

- Unreal 3 Editor
- Unity Engine
- Torque Game Builder

B.A., Digital Graphic Design
Atlantic College, Guaynabo, Puerto Rico

February 2002 – May 2004

Completed a Bachelor of Arts specialized in print and web design, with a minor focus on 3D modeling with Maya and Lightwave.

WORK EXPERIENCE

Graphic Designer
Primera Hora, Guaynabo, Puerto Rico

March 2004 – May 2008

- Arranged articles, images and advertisements on the newspaper's sales supplements.
- Created covers from photographic reference or vector illustrations.
- Designed info graphics.
- Assisted creating in-house advertisements.
- Wrote articles and reviews for their monthly video game section.

English Tutor
University of Puerto Rico, Bayamón Campus, Bayamón, Puerto Rico

January 2000 – May 2001

- Assisted freshmen students with their English assignments.
- Helped students with class reviews and homework.
- Graded their English lab assignments.

ADDITIONAL INFORMATION

Online Portfolio: <http://www.cesaraltagracia.com>

LinkedIn Profile: <http://www.linkedin.com/in/cesaralt>