**Antonio Sanchez** Real-Time FX Artist

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**QUALIFICATION**

* Real-Time Visual Effects/Technical/Animation/VR Experience
* Specialized in Creating Visual Effects, Material Shaders, Textures, 3D Models (Low-Poly / High-Poly)
* Skilled in: Unreal Engine Cascade, Adobe Photoshop, 3Ds Studio Max, Adobe After Effects, ToonBoom Harmony
* Proficient in: Houdini, FDFX Slate Editor, PopcornFX, Sculptris
* Other: Adobe Premiere, Perforce, Jira, Confluence, OBS Studio, Fraps
* Game Engine Experience: Unreal Engine 4, Unity 5, Unreal Engine 3

**WORK EXPERIENCE**

**Project: (Unannounced Title) July 2018 - Present**

CyberRealm Studios - FX Artist

**Project: Hand Painted FX Texture Pack with Effects (PC) (Self) November 2016** - **Present**

Ghost Hawk Studios - Founder, FX Artist - Studio Head

* Created Real-Time Visual Effects for Hand Painted FX Texture Pack with Effects for the Unreal Engine 4 Marketplace
* Live recordings on Twitch on early art passes
* Writing Screenplay

**Project: Crazy World of Action Cat (PC) (Self) April 2013 - Present**

Gamemakin LLC - FX Artist - Developing Lead

* Developing New IP
* Collaborated with engineer during the conceptualization of IP

**Project: Crowe: The Drowned Armory (VR) (PC) March 2016 - November 2016**

**Project: (Unannounced Title) of original property with Michael Bay (Contract)**

The Rogue Initiative - FX Artist

* Created Real-Time Visual Effects for Crowe: The Drowned Armory
* Created Real-Time Visual Effects for (Unannounced Title) of original property with Michael Bay
* VR Experience
* Collaborated with the directors, designers, engineers and team during the conceptualization and implementation of effects

**Project: Song of the Deep (PS4) (XONE) (PC) (Contract) February 2016 - March 2016**

Insomniac Games - FX Artist

* Created Real-Time Visual Effects | Developed in Unity 5
* Collaborated with the directors, designers, engineers and team during the conceptualization and implementation of effects

**Project: (Unannounced) (PC) (Contract) September 2015 - October 2015**

Production Club Inc. - FX Artist

* Created Real-Time Visual Effects | Developed in Unreal Engine 4
* Collaborated with the directors, designers, engineers and team during the conceptualization and implementation of effects

**Project: Alone in the Dark: Illumination (PC) May 2014 - August 2015**

**Project: Nether (PC) (Contract)**

Pure FPS - FX Artist

* Joined the team after their release of Nether to create ongoing content for the game
* Created Real-Time Visual Effects for Alone in the Dark: Illumination a game series by Atari | Developed in Unreal Engine 4

**EDUCATION June 2006 - December 2013** The Art Institute of California Los Angeles

*Bachelor of Science in Game Art & Design*