**Antonio Sanchez** FX Artist 310-740-0048

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Los Angeles, CA [www.antoniosanchez3d.weebly.com](http://antoniosanchez3d.weebly.com/) AntonioSanchezTech3D@gmail.com

**QUALIFICATIONS**

• Real-Time Visual Effects/Tech/Animation/VR Experience
• Specialized in Creating Visual Effects, Material Shader, Textures, 3D Models (Low-Poly / High-/Poly),
• Skilled in: Unreal Engine Cascade, Adobe Photoshop, 3Ds Studio Max, Adobe After Effects
• Proficient in: Houdini, FDFX Slate Editor, Popcorn FX, Sculptris

• Other: Adobe Premiere, Perforce, Jira, Confluence, OBS Studio, Fraps
• Game Engine Experience: Unreal Engine 4, Unity 5, Unreal Engine 3

**WORK EXPERIENCE**

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

Ghost Hawk Studios - FX Artist/Studio Head

• Created Original Textures.

• Created Real-Time Visual Effects

• For Unreal Engine 4 Market Place.

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

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

The Rogue Initiative - FX Artist

 • Made FX for Crowe: The Drowned Armory

 • Made FX for (Announced Title) of original property with Michael Bay

 • Created Real-Time Visual Effects

 • VR Experience

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

Gamemakin LLC - Project Lead

* Created and gathered project content for prototype
* Successfully funded on Kickstarter
* Successfully Greenlit on Steam Greenlight

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

 Insomniac Games - FX Artist - Contract

* Created Real-Time Visual Effects
* Developed in Unity 5

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

Production Club Inc. - FX Artist - Contract

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

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

**Project: Nether (PC)**

Pure FPS - FX Artist

* Created Real-Time Visual Effects
* Created FX for Alone in the Dark: Illumination a game series by Atari. Developed in Unreal Engine 4
* Created FX for Nether a game made by Nether Productions. Developed in Unreal Engine 3
* Joined the team after their release of Nether to create ongoing content for the game

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

*Bachelor of Science in Game Art & Design*