

# Antonio Sanchez

## Real-Time FX Artist

Birdsboro, PA

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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, Sculpttris
- 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*