



## Daniel Figueroa

### 3D Designer



## About Me

A 3D designer that has worked in higher education for eleven years. Within that time, I aided in the establishment of the first bachelor's degree program in animation and video games in Puerto Rico. Not only did I train students but I also trained faculty to meet the new demands of the curriculum. I also participated and advised various award-winning, in-house, cinematic advertisements that exponentially increased the enrollment of students. Furthermore, to meet the new high demand for classes, I developed, inside my website, several virtual classrooms. All this effectively made me a 3D generalist instructor. However, my passion has always been to create video games. This is now why I'm dedicating fully to a production-oriented career where I can specialize and become a great technical artist.



## Objective

To create rigs and tools in a production environment while learning more technical aspects of the video game pipeline. Moreover, share experiences with team members to aid in the process of development but also improving office life. Finally, be able to study artificial intelligence in my leisure time so I can then apply it within my field of work and create interesting ideas.



## Other Info

Portfolio: [www.Quadknot.com](http://www.Quadknot.com)  
Email: [Quadknot@gmail.com](mailto:Quadknot@gmail.com)  
Citizenship: U.S.A.



## Experience

### 3D Artist / August 2008 - Ongoing

Freelance, Guaynabo, Puerto Rico.

Create 3D content based on client needs. Examples range from previsualization, 3D environments-character modeling, animation, game design, 3d printing and render wrangling services. When no clients are available then several personal projects are worked on instead.

### Faculty / August 2008 - February 2020

Atlantic University College, Guaynabo, Puerto Rico.

Teach multiple disciplines such as animation, rigging 3D modeling, texturing, game design and art integration to video game engines. Develop and maintain academic curriculum up-to-date. Project development for traditional and interactive media communications.

### Computer Technician / April 2007 - May 2008

All Star Computer Systems, Bayamon, Puerto Rico.

Attend to clients and phone call support, run software or hardware diagnostics and computer assembly.



## Education

### M.A. in Graphic Arts / November 2012

Atlantic University College, Guaynabo, Puerto Rico.

### B.A. in Graphic Arts / August 2007

Atlantic University College, Guaynabo, Puerto Rico.



## Knowledge

### Applications

3ds Max	Maya
Adobe Suite	Substance Painter
Google Apps Suite	Unreal Engine 4
SF Houdini (beginner)	World Machine
Marvelous Designer	Zbrush / MudBox

### Skills

#### Animation

Keyframing  
Rigging  
Simulations

#### Modeling

Characters  
Environments  
Digital Sculpting

#### Languages

English  
Spanish  
Python ( beginner)

#### Rendering

Lighting/Shader  
Texture  
UV Map