

# Francisco L. Maldonado Martínez

*3D Character and Environment Artist / 3D Animator*

*[francisco.skeletoic@gmail.com](mailto:francisco.skeletoic@gmail.com)*

## Skills

- Maya
- Unreal Engine 5
- Photoshop
- ZBrush
- Adobe Substance
- Fluent Spanish/English
- Communication
- Good Attitude

## Summary

I am a passionate 3D artist with an eye for detail. Proficient in industry-leading software, I specialize in creating visually stunning and immersive 3D environments, characters, and animations.

## Professional Experience

### **Pennsylvania College of Art and Design - Exhibitions Department**

*Gallery and Exhibition Assistant*

June 2023 – Present

- Coordinated with director of exhibitions to curate and hang exhibitions.
- Created documents to keep track of inventory and art pieces.

### **Pennsylvania College of Art and Design - Admissions Department**

*Student Ambassador*

September 2023 – Present

- Directed tours around campus grounds for staff and new students.
- Communicated with new students and parents about any inquiries.
- Collaborated with other ambassadors to effectively manage events.

### **Harrisburg Area Community College - Lancaster Campus**

*Welcome Center desk attendant.*

September 2019 – May 2020 (9 months)

- Assisted front desk workers with calls and answering general questions.
- Communicated directly with other school departments to help students.

## Education

### **Pennsylvania College of Art and Design**

*Bachelor of Art, Animation and Game Art, (2021-2024)*

Transferred from HACC and have a GPA of 3.88

### **Harrisburg Area Community College - Lancaster Campus**

*Associate of Art, (2019-2021)*

Graduated with a GPA of 3.90

## Activities

- 2023; Los Angeles **Student Volunteer** at **\*SIGGRAPH**.
- 2023-2024; **SIGGRAPH PCA&D** chapter president.

\*SIGGRAPH (Special Interest Group on Computer Graphics and Interactive Techniques)

## Project Experience

### *Senior Capstone: "Hero's Bounty"*

- **Fully modeled, textured, and rigged** characters.
- **Organized** files in an easy to navigate format.
- **Worked** with multiple programs at once. (**Unreal Engine 5, Maya, Adobe Suite**, etc.)
- **Managed timeline**, and split project goals into smaller tasks.
- **Listened** to ideas from critiques or feedback.

### *SIGGRAPH chapter management*

- **Created** calendars and events to keep track of meetings.
- **Organized** meetings with fellow officers about event ideas.
- **Led** meetings and **demonstrated** course relevant techniques to students.

## Exhibitions

- 2023: *Mi Gente*; Pennsylvania College of Art and Design.

## Awards and Grants

- Hibschman Scholarship: Competitive High School, interview-based grant.
- High School Public Speaking award.
- PCA&D Portfolio grant.
- Honor Roll students awards.