



Miguel Quezada

technical artist

BA in Video Game Design (2016-2019)

28/08/96

Summary

David Lynch once said he got into movies because he wanted to do paintings with sound and movement.

Well, I got into games because I wanted to do movies in which you are immersed.

Skills

Game Dev:

Prototyping
VR Prototyping
Character Design
Systems Design
Game Design Fundamentals

Design:

Art Direction
Digital Art
3D Modeling / Animation
Texturing
Storyboard
Mise-en-scène (staging)
Editing

SPA / ENG

Tools



Unity



C Sharp



Maya



Photoshop



Substance Painter



Substance
Bitmap2Material



Android Studio



Illustrator



Premiere



Mudbox

Timeline

2017

AEON *june-sept*
modelador 3D

Proyecto escolar de juego de carreras de naves.

Estuve encargado de los props de dos pistas.

El proyecto terminó siendo usado con motivos de promoción por SAE México para sus pantallas

2018

ZEEDS soluciones
jan - dec *technical artist*

Intern work in which I was in complete charge of VR walkouts doing everything from modeling to animation to programming.

greet the light *jan - dec*
game design, programming

Career final project. A top-down shooter based on a musical system by probabilities