

Fabian Sanchez

3D Animator

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Education

Rochester Institute of Technology
Bachelors of Fine Arts (Film and Animation)

Graduated May 2024
GPA: 3.9

Work Experience

AlterStaff **June 2024 – Current**
3D Animator

- Animating cutscenes and in-game cinematics to enhance player immersion and experience
- Creating character and cinematic animations for humanoid and creature characters
- Rigging assets and providing rig cleanups for project use, utilizing bone/joint based rigging solutions to ensure game engine compatibility
- Testing implementation, importing, and packaging 3D animations using the Unity game engine
- Collaborating with department leads and co-workers to ensure asset quality, solve implementation issues, and improve animation assets through feedback and draw-overs

Cartuna **July 2024 – August 2024**
3D Animator (Freelance)

- Created a stylized 3D Animated short for Cartuna's social media page (Instagram)
- Modeled, Rigged, and Animated all assets from concept to completion utilizing Maya
- Utilized After Effects to create animated backdrops, VFX, and compositing of shots
- Drew storyboard and animatic panels using traditional techniques to assist with Pre-Production
- Collaborated with Producer to ensure quality and compatibility of deliverable, and implemented feedback to improve final product and visuals.

Projects

MAKE Commercial Workshop **October 2023 – April 2024**

- Collaborating with professional studio and student peers to produce an animated ad spot
- Assisting in collection of visual reference and developmental materials for pre production
- Animating 3D characters and props to support project's vision and client 's brand/message
- Communicating with production leads to coordinate and ensure submission of deliverables
- Optimizing pipelines and processes for remote work and cross department collaboration

"Kinniku Brain" (Game Prototype) **May 2023 - June 2023**

- Fulfilled role of gameplay animator and rigger during the duration of the project
- Worked within a cross cultural team and developed a game prototype within two days
- Delivered animation, rigs, and 3D models to support project development
- Collaborated with team members across disciplines to solve pipeline problems
- Practiced interdisciplinary and international communication

Skills

Character Animation
Unreal Engine Animation Pipeline (Level Sequencer)
Unity Animation Pipeline (Humanoid, Animator)
Character/Prop Rigging
Gameplay Animation
Cutscene/Cinematic Animation
In-Engine Import/Setup
AI Animation Research
International Collaboration

Software

Autodesk Maya
Unreal Engine
Unity
Substance Painter
ZBrush
TVPaint
Davinci Resolve
GitHub Desktop
Adobe Suite
Premiere Pro
After Effects
Photoshop
Illustrator
Animate/Flash

Honors

RIT Outstanding Undergraduate Scholar (2023-2024)
"Revive" - RIT Honors Show Reel Selection (2023)

Languages

Fluent in Spanish
Conversational Japanese