

# Ricardo Medina Fernández

## Technical Artist

### Address:

Isla de Man 11 - 11  
Lomas de Angelopolis II  
San Andrés Cholula  
Puebla, Mexico, 72830

### Home phone:

+ 52 (222) 688 2790

### Cell phone:

+ 52 1 (222) 262 4679

ricardo.medina.fdez@  
gmail.com

### LinkedIn:

linkedin.com/in/  
RicardoMedinaFdez

### Web site:

ricardomedina.com.mx

## Skills

|  |   |
|--|---|
| <i>Digital Content Creation Tools</i>      | Maya, Photoshop, Quixel Suite, Substance Painter<br>ZBrush, XNormal.<br>After Effects, Premiere Pro, 3ds Max. |
| <i>Game Engines</i>                        | Unreal Engine 4, Proprietary Engine(s), Unity, UDK,<br>CryEngine.   |
| <i>Programming and Scripting Languages</i> | Python, MEL.<br>Java, Javascript, PHP, C, C++, C#, MAXScript.   |
| <i>Languages</i>                           | English, Spanish (native speaker)<br>French (DEL F B2). Japanese (basic).                                     |

## Experience

|                              |                           |
|------------------------------|---------------------------|
| <b>Iron Galaxy Studios</b>   | www.irongalaxystudios.com |
| <b>Lead Technical Artist</b> | <b>2019 - Present</b>     |
| <b>Technical Artist</b>      | <b>2014 - 2018</b>        |

### *Unannounced Projects (various platforms)* **August 2017 - Present**

- Proposed, designed and implemented cross-project tools for rigging and animation, including a modular rigging system, a data-driven naming convention system for cross-project work and a metadata tagger.
- Technical Artist project deployment and tasking, reviewing work, mentoring and establishing guidelines for processes and tool scripting.

### *Extinction (Xbox One / PlayStation 4 / PC)* **August 2016 - July 2017**

- Developed a tool to generate and edit facial rigs.
- Rigged, skinned and implemented all characters in the game.
- Designed, prototyped and implemented in-game character systems.
- Preproduction research to establish art technical budgets.

### **Technical Artist**

#### *Killer Instinct Season 3 (Xbox One / PC)* **May 2015 - July 2016**

- Developed tools for rigging, color variation setup and animation transfer.
- Rigged, skinned and setup cloth simulation for character and environment assets and provided support and documentation.
- Helped in unifying the character lighting pipeline and methodology.

### **Technical Artist Intern**

#### *Killer Instinct Season 2 (Xbox One)* **August 2014 - April 2015**

- Collaborated in establishing the character accessory pipeline.
- Character rigging, skinning, implementation and simulation.
- Implemented outsourced character related art content.

|  |                             |
|--|-----------------------------|
| <b>Benemerita Universidad Autónoma de Puebla</b> | www.buap.mx                 |
| <b>University Teacher - 3D Animation Class</b>   | <b>February - June 2016</b> |

|  |                  |
|--|------------------|
| <b>Florida Interactive Entertainment Academy</b> | www.fiea.ucf.edu |
|--|------------------|

|  |                            |
|--|----------------------------|
| <b>General Character Lead</b>                          |                            |
| <i>Hit, Neon Night Riders, Focal Length (Steam/PC)</i> | <b>March - August 2014</b> |

# Ricardo Medina Fernández

## Technical Artist

### Address:

Isla de Man 11 - 11  
Lomas de Angelopolis II  
San Andrés Cholula  
Puebla, Mexico, 72830

### Home phone:

+ 52 (222) 688 2790

### Cell phone :

+ 52 1 (222) 262 4679

ricardo.medina.fdez@  
gmail.com

### LinkedIn:

linkedin.com/in/  
RicardoMedinaFdez

### Web Site

ricardomedina.com.mx

## Education

---

### Online Workshops

#### CGMA

- Mechanical Rigging with Tim Coleman. **October - December 2019**

#### Puppeteer Lounge

- Ziva VFX and FACS Facial Rigging. **April - June 2019**

#### CG Circuit

- Face Rigging with Nico Sanghrajka. **April - June 2017**
- Character Rigging Production Techniques with Carlo Sansonetti **September - November 2015**

### University of Central Florida

2013 - 2014

Florida Interactive Entertainment Academy

Masters of Science in Interactive Entertainment

Orlando, Florida

- Fulbright-García Robles Grantee. **July 2013**

### Instituto Tecnológico y de Estudios Superiores de Monterrey

2008-2012

Bachelor in Animation and Digital Art, Puebla, México

## Interests & Hobbies

---

- Look for tools and techniques to learn (online classes, tutorials, etc).
- Strategy games, in particular card games, such as Magic The Gathering, and board games.
- Videogames of all genres, but specially franchises with a strong and well developed narratives.
- Novels, short stories, comic books and manga.
- Practicing yoga.