

# Alfredo Lopez

3D ANIMATOR AND  
DIGITAL ARTIST

## ABOUT ME

Hi! My name is Alfredo Lopez, I am a 3D artist specialist in Rigging and Modeling based in Mexico. In my professional and academic experience I have developed multiple skills, including problem solving, advanced technical software and have collaborated on multiple international TV events and videogames.

## LANGUAGE

English B2

## SOFT SKILLS

- Creativity
- Flexibility
- Time Management
- Multitasking
- Problem-Solving
- Collaboration
- Attention to Detail

## HARD SKILLS

- Modelling
- Texturing
- Rigging
- Motion Capture Animation
- 3D Animation
- 3D Lighting
- Video Editing

## CONTACT

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## WORK EXPERIENCE:

- 2018** **PIXEL PERFECT, MONTERREY**  
Creature Rigging Artist
- Tasked on the movie "Muerte al verano"
  - Rigged of multiple butterflies for animation of it flying on Autodesk Maya.
- 2020** **CABALLO A RAYAS S.A. DE C.V.**  
JUNIOR RIGGING ARTIST
- Tasked to make rigs for the project "BoloFest 2020"
  - Full rigging artist for models like Bakugan, Barbie, Batman, Lego, Paw Patrol among others
- 2021** **CABALLO A RAYAS S.A. DE C.V.**  
JUNIOR RIGGING ARTIST
- Tasked to make rigs for the project "BoloFest 2021"
  - Full rigging artist for models like Monster Truck, Batman, Lego, Barbie, Paw Patrol, among others
- 2023** **ESTUDIO SHOUT**  
RIGGING ARTIST
- Tasked to make rigs for the project "Nick All-Star Brawl 2".
  - Use of rigging techniques for quadrupeds, bipeds, tentacle creatures and characters with props

## ACADEMIC EXPERIENCE

- 2019** **INSTITUTO TECNOLOGICO Y DE ESTUDIOS SUPERIORES MONTERREY**  
BACHELOR'S DEGREE IN ANIMATION AND DIGITAL ARTS
- As a Bachelor of Digital Arts, I developed the technical skills, under a humanistic and artistic approach, to generate art, animation and technology projects in various fields.
- 2020** **COURSERA**  
PYTHON COURSE ON COURSERA
- 2022** **VANCOUVER FILM SCHOOL**  
3D ANIMATION & VFX COURSE
- Focusing on development and creation of motion systems, interfaces and tools for character performance, actions and interaction with the environment. Able to develop in the film, television, advertising, and gaming industries.

## PROJECTS

- 2019** **GLOBALGAMEJAM, MONTERREY**  
Modeler and Texture Artist
- Tasked to work for the game "Home's"
  - Modeler and texturizer on props for items like lettuce, tomatoes, grass and fences
  - Optimization of props for the game engine Unity
- 2022** **GRAVE ENCOUNTER**  
Prop Rigging Artist
- Tasked to work for the project "Grave Encounter of Vancouver Film School"
  - Creating the rig of props as a bag and a belt
  - Re-skinning of characters that changed the model
- 2022** **THE LAST MOMENT**  
Principal Rigging Artist
- Tasked to work for the project "The Last Moment"
  - Creating all the rig of the project, such as the monster, the main character, the sister and neckleace
  - Created simulation systems for the hair of the main character