

FRANCISCO SÁEZ POSTIGO

3D ARTIST | ENVIRONMENTS · PROPS · ANIMATION · VFX

Fsaezpostigo@gmail.com

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[@Fsaezpostigo](https://www.instagram.com/Fsaezpostigo)

www.Franciscosaez.com

PROFILE

3D Artist specialized in cinematic and narrative visuals.

Experienced in modeling, texturing, animation and compositing, with a strong focus on lighting and final presentation. Comfortable working across both creative and technical environments, ensuring visual quality while maintaining real-time performance and production-ready standards. Available for freelance & remote opportunities.

EXPERIENCE

3D Artist – Props & Assets Wepall · Industrial & Technical Projects (Feb 2023 – Jun 2023)

- Modeled and textured hard-surface assets for industrial simulations and technical visualization tools.
- Created production-ready props with clean topology, optimized UVs and PBR materials for real-time use.
- Collaborated closely with engineers and designers to integrate assets into functional simulation pipelines.
- Delivered 50+ production-ready assets following technical and performance constraints.

3D Artist – Asset Creation (Freelance) Marax (Apr 2022 – Mar 2023)

- Created and simulated clothing assets using Marvelous Designer for digital fashion presentations.
- Modeled, textured and rendered outfits with a strong focus on material definition and visual appeal.
- Produced assets for virtual runway sequences and visual presentation content.

3D Generalist – Cinematic Project Museo Azul de la Semana Santa (Mar 2025)

- Developed a promotional cinematic piece using photogrammetry and 3D asset reconstruction.
- Modeled and animated Roman sculptures, focusing on lighting, composition and visual storytelling.
- Delivered a visually-driven piece for exhibition promotion and public engagement.

EDUCATION

U-TAD

Master's Degree in Digital Compositing
(2023 - 2024)

ESI Murcia

Advanced Diploma in Animation
(2021- 2023)

ESI Murcia

Diploma in Game Development
(2020 - 2021)

HARD SKILLS

- Hard-surface modeling
- UV mapping & retopology
- PBR texturing (realistic & stylized)
- LookDev & shading
- Asset optimization for real-time workflows
- Lighting & composition

SOFTWARE

- Blender
- Substance Painter
- Photoshop
- After Effects
- Nuke
- Unity

LANGUAGES

- Spanish – Native
- English – (Professional working proficiency)

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