



FRANCISCO SÁEZ POSTIGO

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JUNIOR 3D ARTIST

Dynamic 3D Artist with a proven ability to create visually stunning assets and animations for games, films, and digital projects. Proficient in industry-leading tools such as Blender, Maya, Marvelous Designer, Substance Painter, and Nuke, with extensive experience in simulations, texturing, and VFX. A collaborative professional committed to delivering high-quality results that exceed client expectations

STRENGTHS AND EXPERTISE

• Technical Skills:

3D Modeling, Texturing, Rendering, Animation, Cloth Simulation, Lighting, Camera Path Planning, Compositing, Sculpting, Visual Effects (VFX).

• Software Expertise:

Blender, Maya, Marvelous Designer, Substance Painter, ZBrush, Nuke, Photoshop, Premiere Pro, After Effects, Unreal Engine.

• Soft Skills:

Creative Problem Solving, Team Collaboration, Communication, Attention to Detail, Time Management, Adaptability, Storytelling.

PROFESSIONAL EXPERIENCE

Wepall

(February-2023 / June-2023)

3D Artist / Internship

I collaborated with a team in creating, texturing, and animating robotic arm models for various projects, ensuring high-quality assets that aligned with the company's technical and visual standards.

Accomplishments:

- Led a team in modeling, texturing, and animating robotic arms for diverse projects.
- Ensured the production of high-quality 3D assets while maintaining alignment with project requirements and company standards.
- Collaborated with designers and engineers to optimize visual and functional elements of the models.

Marax

(March-2023 / June-2023)

3D Animator / Freelance

As a freelance animator, I contributed to the development of high-quality 3D animations for Marax, focusing on clothing simulations and creating visually engaging compositions. The project demanded precision in texturing, lighting, and camera work to achieve a polished final product.

Accomplishments:

- Simulated clothing models in a 3D environment using Marvelous Designer.
- Textured 3D models based on provided references, maintaining accuracy and consistency.
- Designed lighting setups to highlight the models and environment effectively.
- Planned camera paths and rendered animations using Blender, ensuring smooth and dynamic motion.

As a freelance animator for Marax, I collaborated on a project that required the creation of a high-quality 3D animated runway sequence. My work focused on delivering realistic simulations, detailed textures, and an engaging environment while meeting the client's artistic vision and technical requirements.

Accomplishments:

- Simulated clothing models in a 3D environment using Marvelous Designer.
- Textured 3D models based on provided references, ensuring adherence to artistic direction.
- Modeled a stylized runway environment, enhancing visual appeal for animation.
- Designed lighting setups, planned camera paths, and rendered final animations using Blender and Substance Painter.

EDUCATION

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| • Digital Composition for VFX
UTAD – Madrid, España
(September 2023 / October 2024) | • Animation for Video Games and Film
ESI Murcia – Murcia, España
(September 2021 / June 2023) |
| • Video Game Development
ESI Murcia – Murcia, España
(September 2020 / June 2021) | • Scientific High School Diploma
IES Ros Giner – Lorca, España
(September 2017 / June 2020) |

SHOWREEL & PORTFOLIO HIGHLIGHTS

- Showreel:
[Watch My Showreel](#)
(A compilation of my best work, including animation, texturing, and visual storytelling projects.)
- Next Station (Personal Project)
Subway scene showcasing advanced cloth simulations, dynamic animation, and stylized visuals.
Tools Used: Blender (Modeling & Animation), Marvelous Designer (Cloth Simulation), Substance Painter (Texturing), Nuke (Compositing).
[View Project](#)
- Air Support (Personal Project)
Aircraft composition project featuring two F-15 fighter jets integrated into real footage with a focus on achieving cinematic realism through advanced camera tracking, lighting, and lens effects.
Tools Used: Blender (Modeling & Rendering), Nuke (Compositing), Premiere Pro (Sound Editing).
[View Project](#)
- Tutankhamun's Daggers (Personal Project)
Recreation of Tutankhamun's ceremonial and iron daggers, focusing on their intricate engravings and realistic textures. Inspired by ancient Egyptian metallurgy and art, the project replicates the original designs, including engravings derived from historical references.
Tools Used: Blender (Modeling & Rendering), Zbrush (Sculpting), Substance Painter (Texturing), Photoshop (Alpha Creation), After Effects (Assembly & Sound).
[View Project](#)