Andres "Yaky" Arellano

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A 28-year veteran of console and VR game development, I believe world-class textures are born from a "fast-to-first pass" philosophy that prioritizes rapid iteration and cross-department synergy. My approach focuses on building stable, functional foundations that allow for the high-level artistic polish required to transform technical constraints into immersive AAA worlds. To me, game development is the ultimate fine art—a perfect harmony of creative vision and collaborative engineering.

AWARDS

Asgard's Wrath 2 was awarded "Immersive Reality Game of the Year" 27th Annual DICE

CORE COMPETENCIES & TECHNOLOGY

▪ Substance Designer	▪ Photoshop
▪ Substance Painter	▪ Illustrator
▪ Unreal 5	▪ Premier Pro
▪ ZBrush	▪ Blender 3D

CREDITS: Asgard's Wrath, Asgard's Wrath 2 & Sly Cooper Thieves in Time

EXPERIENCE

Meta – San Mateo, CA   **Mar 2020 – Mar 2026**
Principal Texture Material Artist

I led the aesthetic direction and technical quality of texture pipelines, collaborating seamlessly with environment and lighting artists to achieve high-fidelity visual excellence through a synergy of rapid iteration and fine-art craft.

- **Architected a library of 150+ procedural materials in Substance Designer**, establishing a "fast-to-first pass" workflow that reduced environment asset turnaround time by an estimated **30%**.
- **Developed a suite of custom Smart Materials in Substance Painter**, standardizing texture quality across the team and increasing overall production speed by **25%** through reusable, high-fidelity presets.
- **Collaborated cross-functionally with Environment and Lighting artists** to synchronize material response with dynamic lighting, resulting in a cohesive, top-tier visual fidelity that defined the game's AAA aesthetic.
- **Partnered directly with the Art Lead** to define and execute the "look and feel" for major project biomes, ensuring every texture passes balanced artistic vision with technical performance constraints.
- **Instituted a rapid-iteration pipeline** that prioritized functional foundations followed by high-level polish, allowing the team to visualize **100%** of environment layouts weeks ahead of schedule.

Sanzaru Games – San Mateo, CA   **Feb 2007– Mar 2020**
Lead Texture Material Artist

Sanzaru Games' first artistic hire; acted as the Sole Texture Artist for the studio's debut title (*Ninja Reflex*) and various internal prototypes. Responsible for the end-to-end texture pipeline and material definition, successfully bridging the gap between initial studio concepts and final, ship-ready AAA assets.

- **Served as Lead Texture Artist for *Sly Cooper: Thieves in Time***, managing a dedicated team of 4 artists to deliver a cohesive, stylized AAA aesthetic across multiple historical time periods.
- **Established the global texturing style guide and technical standards**, ensuring 100% visual consistency across all character and environment assets while maintaining the franchise's iconic illustrative look.

Crystal Dynamics – Menlo Park, CA   Nov 2006 – Feb 2007
Sr. Material Artist

- **Engineered high-efficiency Materials using RGB channel masking**, allowing for the real-time blending of up to four distinct material sets per asset, which reduced unique texture draw calls by **35%**.

Shaba – San Francisco, CA   Mar 2006 – Nov 2006
Texture Artist

- **Revolutionized the environment and prop workflow** by implementing **Cinema 4D Body Paint**, enabling artists to paint directly onto 3D models and reducing seam-correction time by **50%**.
- **Successfully onboarded mid-production cycle** for a high-stakes project, immediately auditing the existing pipeline to identify bottlenecks and accelerating texture delivery by **25%** within the first month.

Z-Axis – Foster City, CA   Jul 2000 – Mar 2006
Texture Artist

- **Pioneered the transition from mouse-driven workflows to high-fidelity digital illustration** by successfully advocating for the studio-wide adoption of **Wacom Cintiq**, resulting in a **30% increase in artist tactile precision** and speed.
- **Implemented and spearheaded the integration of Deep Paint 3D** into the production pipeline, training a team of artists to paint directly on 3D geometry and reducing texture-seam cleanup time by **40%**.

Accolade/Infogrames – San Jose, CA   Sep 1997 – Jul 2000

- **Successfully executed a high-pressure production "crunch" to finalize** *Test Drive Off-Road 2* **within a 4-month window**, ensuring the title met its critical release deadline.
- **Onboarded as a primary texture artist mid-crisis**, quickly mastering the proprietary pipeline to deliver high-quality environment and vehicle assets under an accelerated production schedule.
- **Optimized 8-bit texture palettes and sprite sheets** for the original PlayStation (PS1) hardware, maximizing visual fidelity while staying within strict memory and VRAM limitations.

PROFESSIONAL DEVELOPMENT AND CERTIFICATIONS

Certificate of Completion 3D Studio Max Course Online 2000

Associated Science Degree Multimedia Communications Multimedia and Desktop Video Specialization Masters Institute San Jose CA