

Sandor Felipe

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PROFESSIONAL SUMMARY

Versatile 3D/2D Artist with over 15 years of experience in the gaming industry. Skilled in creating assets for high and low-poly projects, with expertise in digital art, modeling, texturing, rigging, animation, and asset implementation. Adept at working across various artistic styles and production pipelines, with a strong understanding of game engines, asset management, and animation systems. Passionate about delivering high-quality visuals while optimizing for performance and usability, ensuring seamless integration into game environments.

SKILLS & EXPERTISE

- **3D Art:** High and Low-poly modeling, sculpting, texturing, rigging, weight painting, animation, lighting, and rendering.
 - **2D Art:** Hand-painted & AI-assisted digital art, vector art, pixel art, sprites, textures, UI elements, particles and visual effects.
 - **Game Engines:** Unity, Unreal, Havok Vision, Cocos Creator, proprietary engines.
 - **Software:** Maya, Blender, ZBrush, Photoshop, Illustrator, Premiere, After Effects, MidJourney, Mixamo, OBS, Meld.
 - **Productivity:** Slack, Discord, Notion, Asana, SourceTree, GitHub, GitLab, BitBucket, Jira, Confluence
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PROFESSIONAL EXPERIENCE

3D/2D Generalist (2019-Present) | 3D Animator (2009-2019)

Codebell LLC | 15+ Years

- Modeled, textured, rigged, and animated characters, creatures, animals, machines, and props to enhance gameplay mechanics and cinematics.
 - Created sprite animations, visual effects and UI elements to enhance visual storytelling and user engagement.
 - Contributed to lighting, scene composition, and environment art production to elevate the overall aesthetic quality of game worlds.
 - Optimized assets for performance, adjusted materials and implemented animations into state machines to balance visual quality with technical efficiency.
 - Performed QA/QC gameplay tests, reporting and fixing runtime bugs while collaborating closely with designers, engineers, and fellow artists to align artistic direction with gameplay objectives and technical constraints.
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GAME PROJECTS

Current Game:

Skyberry Island: Family Farm [iOS] (2022-Present)

- Developed 2.5D hand-painted sprites, rigging, weight painting, animation, VFX and motion capture implementation.
- Managed state machines, assets, effects, prefab creations, and item definitions for characters, NPCs, animals, buildings, machines, props, and decorations.

Past Games:

Skyberry Tales [iOS] (2019-2021)

- Created 2.5D hand-painted sprites, rigging, weight painting, animation, and effects.
- Implemented state machines, asset management, prefab creations, and item definitions.

Splat Wars [iOS] (2018-2019)

- Created 2D rigs, weight painting, animation, and sprites for main playable characters.
- Developed VFX and optimized assets within the Unity engine.

Independence Hay [iOS] (2016-2017)

- Handled 3D rigging, weight painting, animation, effects, and 2D sprite creation for key assets.

FarmTown Mobile [iOS] (2014-2015)

- Created 2D sprites, effects, and animations for animals, buildings, and decorations.

SkyCraft [Facebook] (2012-2014)

- Handled 3D rigging, weight-painting, and animation for characters, NPCs, machines, props and animals.
- Contributed to set dressing, lighting, and effects for 3D environments using Havok Vision Engine.

Animal Island [Facebook] (2011-2012)

- Created 2D sprites, effects and animations for animals, buildings, and decorations.

Happy City [Facebook] (2010-2011)

- Handled 3D rigging, weight-painting, and animation for characters, NPCs, machines, props and animals.
- Developed 2D sprite animations for an engaging user experience.

FarmTown [Facebook] (2009-2010)

- 3D Modeled and textured buildings, and decorations. Animated 2D animal sprites.

EDUCATION

Games Animation Workshops (2014)

iAnimate.net - Instructors: David Lam & Richard Arroyo

BFA in Computer Animation (2005-2009)

Ringling College of Art and Design

ADDITIONAL INFORMATION

- Proud husband, father and dog owner.
 - Fluent in both English and Spanish.
 - Live-streamer, video editor and content creator.
 - Passionate about games, film, and art.
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