

ALAN FRANCO DÍAZ

Technical Artist

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PROFESSIONAL SUMMARY

Technical Artist with deep, hands-on experience in Unreal Engine — modeling, texturing, lighting, and full scene integration — alongside strong Unity production experience, including UI and gameplay-animation implementation. Focused on connecting art and technology through efficient pipelines: translating hand-crafted assets and animation into responsive, production-ready builds, and solving the technical problems that sit between art, design, and engineering. Comfortable owning implementation end-to-end, from asset integration and state machine logic to UI behavior and performance optimization.

SOFTWARE & TOOLS

Unreal Engine 5, Unity, Blender, Substance Painter, Substance Designer, 3ds Max, Marmoset Toolbag, Figma, Rive, Adobe Photoshop, Adobe Illustrator, Adobe Premiere

Also comfortable with: Jira, Confluence, Miro, Trello, Notion, Slack, Microsoft Office, Google Workspace

PROFESSIONAL EXPERIENCE

Technical Artist

Age of Learning · Hybrid, Guadalajara, Jalisco, Mexico · Feb 2026 – Jul 2026

- Implemented and optimized 2D/3D assets, animation, and UI in Unity across multiple titles within the ABC Mouse app, building state machines and prototyping gameplay directly from Rive-authored animation for engineering handoff.
- Led art implementation on a licensed collaboration between the flagship product and a major children's animation franchise: built new state machines and a piece-randomization system to create full game reskins without altering the original game's logic or layout, keeping delivery fully self-contained for the art team.
- Developed and maintained production pipelines and templates, including AI-assisted workflows, to improve output quality and consistency.
- Designed and prototyped UI and interaction flows in Figma and Rive, and collaborated closely with engineers to debug, profile, and optimize visual systems.
- Acted as a key technical liaison between production and project managers, flagging integration risks early (e.g., Rive-to-engineering handoff timing) to keep the roadmap realistic.

Director General, Guadalajara Campus

UNIAT · Aug 2025 – Feb 2026

- Led academic and administrative operations for the Guadalajara campus while maintaining hands-on involvement in game and art production projects.
- Built strategic industry partnerships connecting university training with the games, film, and digital entertainment sectors.

Director of Partnerships and Development

UNIAT · Oct 2024 – Aug 2025

- Coordinated academic and professional projects with students, supporting asset preparation, pipelines, and technical processes for production-ready integration.

Technical Art Lead / Program Manager

Orange Planet Labs · Aug 2022 – Oct 2024

- Led production of 3D content for games in Unreal Engine and Unity, including modeling, texturing, lighting, and full engine integration.
- Led a team of artists and collaborated with developers to ensure seamless asset and UI integration across multiple concurrent student and professional projects.

3D Modeler & Texture Artist

Alsain Soluciones Audiovisuales May 2017 – Feb 2019

- Modeled and textured game environments, collaborating with designers to create visually compelling, production-ready spaces.
- Core skills: low-poly modeling, game design, game art.

EDUCATION

Bachelor's Degree in Video Game Art

UNIAT. 2014 – 2018

Training in game design and development, with an emphasis on 3D modeling and game engines.

SELECTED PROJECTS

Leo the Truck Reskins — Age of Learning (2026)

- Implemented art and built new state machines and a piece-randomization system in Unity to create new licensed titles from existing games, without requiring engineering changes.

UNIAT Museum — UNIAT (2023)

- Virtual gallery space in Unreal Engine showcasing student and alumni work; built all 3D models, textures, lighting, and engine integration.

Feast Tower — UNIAT (2023)

- Free casual game built in Unreal Engine by a 3-person team in one month, published to demonstrate students' ability to ship a complete game.

LED Luminaire Augmented Reality Catalog — Construlita (Dec 2017 – Jun 2018)

- Modeled 3D assets and integrated them in Unity for an augmented reality product catalog, enhancing product visualization and customer engagement.

FICGAMES 2024 / 2025 — Guadalajara International Film Festival (FICG)

- Led full event production for a new games showcase within FICG, including the playtest area, professional panel, and pitch-game logistics and curation.

LANGUAGES

Spanish (Native) | English (Fluent — daily working language at Age of Learning)