

FRANCISCO PACHECO

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PROFILE

Multidisciplinary professional combining extensive 3D art expertise with a growing specialization in programming, DevOps, and AI workflows. Strong foundation in creative problem-solving paired with hands-on experience in software development, automation, and cloud technologies. Motivated to contribute to innovative projects leveraging both creative and technical skills.

EXPERIENCE

VIEWNEXT

Android Developer Trainee

Málaga,
Feb 2025

- Developed an Android app following Clean Architecture principles.
- Implemented MVVM, Retrofit, and modularization for maintainability and scalability.
- Integrated Retromock for testing; optimized data flow with ViewModel and LiveData.
- Improved code organization and performance within an Agile environment.

Mindiff Technologies

Junior Character artist

Remote,
2021-2023

- Created high-quality realistic characters from concept art provided by colleagues, using Zbrush, Blender and Substance Painter, resulting in eye-catching pieces that met project requirements and matched the game's art style.
- Contributed to the asset creation pipeline by retopologizing, baking mesh maps, and hand painting models either made by myself or provided by colleagues.
- Demonstrated proficiency in organic modeling by creating highly detailed props and characters.
- Worked with project managers and team leads to prioritize tasks and meet project milestones on time.
- Worked on several skins for characters, including cloth-simulation outfits, using Marvelous Designer and Zbrush
- Worked closely with 2D art team to brainstorm and develop new concepts and ideas, resulting in innovative and visually stunning designs.

Kaiju Games

3D Artist Intern

Málaga, Spain
2021

- Created optimized low-poly models that met performance requirements for mobile games, resulting in fluid gameplay and efficient resource utilization.
- Created handpainted textures for a wide range of 3D models, including environment assets and characters, demonstrating versatility and adaptability in working with different types of models.
- Worked closely with developers to ensure the integration of the assets into the game engine, which led to seamless integration and optimal performance.

Chaotic Lab

Character artist/rigger/animator

Málaga, Spain
2020-2022

- Created high-quality 3D models that matched the style and tone of the game, delivering an immersive and engaging player experience.
- Designed and implemented lighting schemes that enhanced the mood and atmosphere of game levels, leading to an increased sense of tension, as the lighting heightened the drama and intensity of each level.
- Developed character rigs and animations that seamlessly blended with the game's overall aesthetic and design, making the gameplay experience smoother and more immersive.
- Crafted remarkable art materials, such as concept art, promotional images, and video trailers, that were key in securing increased investor interest and support for the game.
- Created high-quality VFX and shaders that enhanced the overall visual quality of the game, resulting in a more polished and professional product.

EDUCATION

IES Los Montecillos Desarrollo de aplicaciones multiplataforma In progress.	Málaga, Spain 2025-2026
EVAD, Escuela de videojuegos y Arte digital Master degree in 3D Art Led the creation of the master's final project (vertical slice), ultimately leading to the game being published on consoles and PC.	Málaga, Spain 2019-2020
URJC, Universidad Rey Juan Carlos Bachelor Degree in Videogame Design and Development Conceptualized and developed 3D assets for a student game that won 'Best Visuals' at the university's annual Game Jam.	Madrid, Spain 2016-2019

ADDITIONAL INFORMATION

Published Titles: System of Souls (Chaotic Lab) PS4/PS5/PC, Al Rocío (Kaiju Games) Mobile. Upcoming titles: Khosmium (Mindiff Technologies)
Software proficiency: Zbrush, Blender, Substance Suite, Photoshop, Marmoset Toolbag, Unreal Engine, Unity.
Soft skills: Attention to detail, adaptability, time management, problem-solving, open-mindedness, creativity.
Languages: English(C1) and Spanish (native).
External links: [System of Souls Trailer](#)