

SANTIAGO OROZCO FRANCO | *Game Artist*

PERSONAL INFORMATION

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<http://www.santiorozco.com>

Date of birth: november 16th 1983

Nationality: Spanish

Current residence: Oviedo, Spain

Place of birth: Barcelona, Spain

RELEASED TITLES

2016 | **Pharaonic** (PC) – Milkstone Studios – [Project Website](#)

2014 | **Ziggurat** (PC, Xbox One, PS4) – Milkstone Studios – [Project Website](#)

2013 | **Little Racers Street – Steam Ed.** (PC, Mac, Linux) – Milkstone Studios – [Project Website](#)

2013 | **Midnight Bite** (iOS, XBOX Live IndieGames) – Milkstone Studios – [Project Website](#)

2013 | **White Noise Online** (PC, XBOX Live IndieGames) – Milkstone Studios – [Project Website](#)

2012 | **White Noise** (XBOX Live IndieGames) – Milkstone Studios – [Project Website](#)

2012 | **Avatar Farm Online** (XBOX Live IndieGames) – Milkstone Studios – [Project Website](#)

2012 | **Johnny Carnage** (XBOX Live IndieGames) – Milkstone Studios – [Project Website](#)

PROFESSIONAL EXPERIENCE

August 2012 – Present

MILKSTONE STUDIOS – Videogames Studio (Oviedo, Spain)

www.milkstonestudios.com

Title: **2D & 3D Game Artist**

April 2011 – January 2012

DIESTRO – Creativity, Motion graphics and vfx studio (Barcelona, Spain) www.diestro.tv

Title: **3D generalist**

September 2009 – April 2011

INOCUO THE SIGN - Graphic Design and motion graphics studio (Barcelona, Spain) www.inocuothesign.com

Title: **3D generalist**

February 2009 – April 2009

PHYSALIA STUDIO – Motion graphics and visual effects studio

(Barcelona, Spain) www.physaliastudio.com

Title: **3D character Artist**

EDUCATION

- 2010 Body and facial rigging seminar with Victor Vinyals at **Pepe Land School** (Barcelona).
Digital sculpting seminar with Alex Huguet at **Pepe Land School** (Barcelona).
- 2006-2007 Master of Art in Image Synthesis and Computer Animation (MA ISCA) at **University of Balearic Islands** (Palma de Mallorca, Spain)
- 2002-2009 Electronic Art and Digital Design. **Escuela superior de diseño – EsDi** (Sabadell, Spain)
- Degree in Design (*Electronic Art and Digital Design*)

EXPERTISE

Art Skills. Character Design, Visual Development, Lowpoly & Highpoly 3D Modeling, UV layout, Texturing, Rigging, Animation, Rendering, Compositing.

Software Skills. Maya, Zbrush, Unity 3D, Topogun, 3D Coat, Photoshop, Marmoset Toolbag, After Effects.

Languages. English (High), Native Spanish and Catalan, French (Low).

ACHIEVEMENTS

- 2015 [Ziggurat](#)
- Best Console game at **Premios de la Academia Española de las Artes y las Ciencias Interactivas**
 - Public award at **Premios de la Academia Española de las Artes y las Ciencias Interactivas**
 - Less Indie game at **Indie Burger Awards**
 - Most Addictive game at **Indie Burger Awards**
- 2014 [Ziggurat](#)
- Best gameplay at **hóPLAY**
- [Midnight Bite](#)
- Finalist at **Premios de la Academia Española de las Artes y las Ciencias Interactivas**, best console game category.
- 2012 [KOI](#)
- Bronze **Laus Award** (Animation)
- [OCB blackthinking](#)
- Bronze **Laus Award** (Playful Website)
- 2011 [OCB blackthinking](#)
- Sol de Bronce **Festival de San Sebastian** (Playful Website)
- 2010 [OCB blackthinking](#)
- [FWA site of the day](#) (October 28, 2010)