Alfredo Rojas

| alfrejoro.com | alfrejoro@gmail.com |

EDUCATION

SCHOOL OF VISUAL ARTS — New York, NY
Masters of Fine Arts Computer Arts Expected Graduation in May 2028
NEW JERSEY INSTITUTE OF TECHNOLOGY
Bachelors of Arts Digital Design and Minor in User experience and User Interactions Graduated May 2025 — Newark, NJ

COURSEWORK

Advanced 3D Techniques: 3D modeling and animation, Benjamin Voldman
WorldBuilding: Storytelling on Unreal Engine 5, John D. Benton
Game Production: 3D game development, Susan Gargiulo

SKILLS

Software: Adobe Illustrator and InDesign, Photoshop, Autodesk Maya, Houdini SideFx, Unreal Engine 5, Unity, AfterEffects
Art/ Design: 3D modeling, 3D sculpting, motion graphics, concept art, illustration, storyboarding, and graphic design
Other: Internet research, social media marketing, programming, Spanish language

WORK EXPERIENCE

WAKE / School of Visual Arts — New York, NY
3D Asset Creator — 2025-2026
- Collaborated with a narrative lead to build environments for the student thesis game Wake
- Modeled, textured, and developed all 3D assets in Maya for integration in Unity
- Maintained visual accuracy to concept art and storytelling intent across environment assets
- Delivered environments that supported narrative pacing and world-building

Pizza Market y Arepas — Elizabeth, NJ
Graphic Designer — 2024-2025
- Designed social media graphics, ads, and print collateral in Photoshop and Illustrator
- Managed posting calendar and captions across Instagram, TikTok, and Facebook
- Grew engagement through trend-aware content and consistent branding
- Tracked performance with insights tools to refine creative strategy

URI / New Jersey Institute of Technology — Newark, NJ
Virtual Reality Research Fellow — 2024
- Worked in VR environments collaborating with faculty advisors and students on research projects
- Built 3D model optimization pipelines to improve performance in real-time VR scenes
- Presented and explained research findings to faculty, colleagues, and fellow student researchers
- Conducted daily research on VR, 3D model optimization, and photogrammetry techniques

Museum AR Experiences of Art and Artifacts — Newark, NJ
3D Character Artist — 2023-2024
- Assisted Dr. Kum-Biocca with art direction and visual accuracy of historic figures brought to life in the experience
- Worked with designers and programmers as a 3D character designer on an AR/VR research project in Unity
- Managed teammate workload and coordinated project tasks to keep work on schedule
- Organized group calls and progress check-ins for the team
- Conducted daily research on character design and historical background and accuracy

AWARDS AND ACTIVITIES

School of Visual Arts Tri-State Scholarship Award — 2026
Society of Hispanic and Latine Appreciation: Head of Advertisement — 2023-2025
NJIT Design Senior Designer of Distinction Award — 2025
NJIT Designer Distinction Award — 2024
SIGGRAPH FSSW Exhibit — 2024
SIGGRAPH FSSW Exhibit — 2023