

# ALEXANDER YOUNG

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TECHNICAL ARTIST and GAMEPLAY ANIMATOR

3D Modeling   Video Game Design   Game Development   Project Management

## EDUCATION

**BS, 3D Animation and Game Development – California State University, Chico – Chico, CA** 2018

• **Honors:** *Excellence in Computer Graphics Awards 2018*: 1st Place in Photography, 2nd Place in 3D Animation, and 3rd Place in 3D Modeling and Non-Mobile Game

• **Key Courses:** Digital Modeling; Digital Animation; Game Design; Level Design; Advanced Pre-Animation Production; Game Asset Production; Mobile Game Development; Video Game Production; Advanced Game Production; Motion Capture; VR/AR Production

**AA, 3D Animation and Video Game Art – Cañada College – Redwood City, CA** 2016

• **Key Courses:** Introduction to 3D Modeling; 3D Animation; 3D Rigging; Concept Art; Storyboarding; Principles of Animation; Senior Portfolio

## PUBLISHED GAMES

**3D Modeler, Resurgence: *Eve of Despair (2017)*** – Created 3D props and characters for a fast-paced, action platformer. Participated with team lead and members for feedback in sprint standups. Published on [Itch.io](#)

**3D Artist and Level Designer, *Shinobi Blitz (2017)*** – Partnered in developing a challenging tower defense game. I helped design levels from the prototyping stage while moving up in the 3D Artist role and created main tower/enemy assets in the production stage. Published on [Itch.io](#)

**Concept and Sprite Artist, *Iron Skies (2017)*** – Developed sprite PNGs and designed promotional artwork for our skill-based combat game for mobile development (Android). Published on [Google Play Store](#)

**Lead 3D Modeler, *Skate and Grind (2018)*** – Managed a team of 3D Modelers as Lead 3D Modeler and made multiple props for the skateboard-physics platformer. Communicated with the game director and wrote team-member performance reports that were used to determine final grades. Published on [Itch.io](#)

## TECHNICAL SKILLS

**Software:** Autodesk Maya; Zbrush; Mudbox; Substance Painter; Unity Engine; Unreal Engine; Adobe Photoshop and AfterEffects; Autodesk MotionBuilder; Google Drive; Trello; Microsoft Office 365; Pico8, Slack

**Skill Sets:** 3D Modeling; Texturing; Asset Creation; Motion Capture; Digital Art; Concept Art; Graphic Design; Lighting; 3D Animation; UV Mapping; Level Design; Texture Shading, LUA code; Project Management; 360 videos for VR

## PROFESSIONAL EXPERIENCE

**3D Modeler (Paid Internship) – Theia Interactive – Chico, CA** 05/2018 – 08/2018

Created 3D assets to support a range of both internal and client projects for the VR studio. Textured assets with UV maps in Substance Painter and baked attributes for ambient occlusion. Built lightmaps for each asset and imported them into the studio's asset library to be used in Unreal Engine. Worked directly with the studio's CEO and Supervisor.

- Developed 3D assets – furniture, light fixtures, custom-styled machines, etc. – in Autodesk Maya to enable residential and commercial clients, developers, and craftspeople to visualize pre-built spaces.
- Created a weathered planter box asset to be used in an outside garden environment, which was included in a company demo that was shown at Neocon 2018.
- Requested to model a garage storage unit for a client's 3D garage environment and delivered the asset within a short timeframe, enabling the firm to meet a tight project deadline for a client.

## VOLUNTEERING

**Volunteer Mobile Classroom Developer – Teachers on Wheels** 2019 – Present

• **Roles:** Creating a 3D 'mobile classroom' prototype from a 20ft storage container and animating it to expand out from mobile transport into an indoor classroom. Communicates with company founder for consistent feedback via Slack.

**Member, Computer Graphics Club – California State University, Chico** 2016 – 2018