

ALEX KAM

3D Environment Artist

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OBJECTIVE : 3D Environment Artist

To join a creative, forward thinking team involved in the development of fun and compelling video game titles.

SKILL SETS

Software

- Autodesk 3ds Max 2010
- Adobe Photoshop
- Crazy Bump
- Unreal Editor (UDK)
- CryENGINE 2

Technical

- Environment and asset creation
- Low poly modeling and UVW
- Photo realistic texturing
- Basic high poly hard surface modeling
- Mobile platform experience

EXPERIENCE

July 2011 - Present

Gameloft Montreal • 3D Artist

Create and texture environments and assets for mobile platforms
Working closely with level designers to ensure proper game play in levels
Focusing on first person shooter titles with realistic visuals

March 2010 - December 2010

Next Level Games • Environment Artist

Created art assets and environments for Captain America: Super Soldier
UV and textured all assets using tiling textures and in-studio materials library
Created art based on concepts and grey block as part of the art team

February 2008 – April 2008

Planeshift MMORPG • Artist

Modeling and texturing of various fantasy themed props
Focus on low poly meshes to meet MMORPG guidelines

EDUCATION

September 2007 - April 2010

3D Game Art Creation • Self Taught

Disciplined learning of tools and techniques for creating quality 3D game art
Setting and accomplishing personal educational goals and milestones
Modeling and texturing of environments and props for current platforms

References Available Upon Request