

# ALEXKAM

## 3D ENVIRONMENT ARTIST

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🌐 www.alexkam.com

Dedicated and focused 3D Environment Artist with production experience, completing tasks on time and to a high standard of quality, quick to learn in-house tools and pipelines.

## Experience

**2019 - PRESENT** **UBISOFT**  
Montreal, QC, Canada

Senior Level Artist on Rainbow Six Mobile

**2015 - 2019** **LUDIA**  
Montreal, QC, Canada

Creating, texturing and lighting environments and assets  
Shipped titles: Jurassic World Alive, Teenage Mutant Ninja Turtles Legends

**2011 - 2015** **GAMELOFT**  
Montreal, QC, Canada

Creating and texturing environments and assets  
Shipped titles: Siegefall, Modern Combat 4, Modern Combat 3

**2010** **NEXT LEVEL GAMES**  
Vancouver, BC, Canada

Creating and texturing environments and assets  
Shipped title: Captain America: Super Soldier (Xbox 360, PS3)

## Education

**2007 - 2010** **Self Taught**  
Vancouver, BC, Canada

Set personal goals and milestones.  
Learned to create game ready environments.

## Proficiency

Autodesk 3DS Max	● ● ● ● ● ●
Adobe Photoshop	● ● ● ● ● ●
Substance Designer	● ● ● ● ● ●
Substance Painter	● ● ● ● ● ●
Unity	● ● ● ● ● ●
Unreal Engine	● ● ● ● ● ●
ZBrush	● ● ● ● ● ●

References Available Upon Request