ALEX KAM
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 Far Cry Brand Unannounced

Senior Level Artist on Assassin's Creed Shadows
● Create exterior point of interests using props and architecture from library
● Edit terrain using height and material painting tools

Senior Level Artist on Rainbow Six Mobile
● Create and implement low poly, mobile game ready environment art

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

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

References Available Upon Request