

Alex Zambrano

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Summary:

I'm a 3D artist who is engrossed in the creation of unique environments with project leadership experience and shipped titles.

Skills:

- Art Direction
- Project Management
- Materials (Phys. Based)
- Set Dressing
- Lighting & Rendering
- Modeling & Texturing

Software:

- Autodesk 3DS Max
- Autodesk Maya
- Adobe Illustrator
- Adobe Photoshop
- Pixologic ZBrush
- TortoiseSVN

Engines:

- Unity 5 (Shader Forge)
- Unreal Engine 4
- Cry Engine 3

Experience:

Physical Optics Corporation (Torrance, CA) January 2015 – February 2015
Technical Illustrator

- Created detailed bisected assets, technical schematic demonstrations, and visually conceptualized functionality diagrams.
- Designed key figures for layouts to be incorporated in government proposals.
- Constructed, set dressed, and set up lighting for individual scenario renders.

Circle 5 Studios (Henderson, NV) November 2013 – April 2014

"Primal Carnage: Extinction" (*Unreal Engine 3: PC*)

Environment Artist

- Developed modular asset kits per specific requests of level design team.
- Created pixel-density retaining materials and textures for massive hero assets.
- Utilized concept art and art style guidelines to create photo-realistic models, textures, and additional assets.

Game Wizards (Santa Monica, CA) March 2011 – September 2011

"Unending Zero" (*Unreal Engine 3: PC*)

Lead Artist

- Directed art style development while supervising a team of twelve developers.
- Scheduled SCRUM meetings for team management and task delegation.
- Created various "master" materials for streamlined development of common assets.

Education:

Bachelor of Science in Game Art and Design January 2009 – December 2012

The Art Institute of California – Los Angeles (Santa Monica, CA)