



Alex Engelmann

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Objective:

To obtain a position as a 3D artist in a company where I can use and expand my knowledge to create stunning video games.

Experience:

Crash and Sue's 3D Artist August 2009 - present

I am currently responsible for overseeing and creating any of the 3D content that is needed for commercials or short films. I am also responsible for some compositing and motion graphics work for smaller projects.

CG.Tuts+ June 2009 - August 2009

I was a freelance author of two video tutorials hosted at cg.tutsplus.com. I was responsible for creating tutorials that were easy to follow and contained a broad range of subjects. The tutorials were called, "Build a Reusable Light Rig in Maya" and "Create a Spectacular Crash Animation with Maya Dynamics".

Microsoft - Turn10 Studios May 2008 - June 2009

I was responsible for creating 3D environment assets for Forza 3 Motorsport for the XBOX 360. I wrote 3ds Max scripts to help speed up certain aspects of content creation. I also wrote a few shaders that are used throughout the game.

Crash and Sue's Internship May 2007 - August 2007

I was responsible for creating digital snow to be composited into an independent film. I also was tasked with creating 3D assets for commercials.

Education:

Bachelor of Fine Arts

University of Wisconsin - Stout September 2004 - December 2007

University of Wisconsin - Fox Valley September 2003 - May 2004

Skills:

Autodesk 3ds Max

Autodesk Maya

Pixologic Zbrush

Adobe Suite

Unity

Unreal Engine

Microsoft Office