Alex Llivicura

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Software

3D Studio Max
Maya
Mudbox
Zbrush
Quixel Suite
Xnormal
Photoshop
Illustrator

Education

The Art Institute Of York - Pennsylvania
Bachelor of Science
Media Arts & Animation
June 2015

Academic Directors Merit Award (ADMA)
Selected by the teaching faculty at The Art Institute of York Pennsylvania as worthy of citation for attitude, virtue, and accomplishments characteristic of a professional.

Skills

- Build high poly models within 3D Studio Max, Maya, and Zbrush
- Create 3D models with clean geometry, typology, and edge flow
- Bake high poly models into low poly models for game use
- UV unwrap models utilizing the 0 to 1 grade space to prepare for textures
- Create texture maps using Photoshop and Quixel Suite
- Create stylzied textures
- Transfer 2D concept sketches into a 3D medium
- Build 3D environments based on the design concept
- Understand technical procedures of rigging and skinning real-time characters
- Use the principles of animation to create fluid 3D animation in 3D Studio Max and Maya

Related Experience

Firaxis Games, Hunt Valley, MD 06/2015 - present
- Modeling internship
- Model, Unwrap, and Texture game assets

Go For The Gold! 01/2015-present
- Working with a team to create a mobile game
- Model, Unwrap, texture game assets

Two Year Project, Art Institute of York, Pennsylvania 08/2013-present
- Working with a team to create a short 3D animation
- Model props for environment
- Clothe characters

Work Experience

Delivery and counter service - DaMario Pizzeria, Rutherford, NJ 9/2010 - present
- Build loyal clientele of regulars
- Proven ability to deal with a wide-range of individuals in a stressful and time-sensitive environment
- Working well with team members

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