

Alex Schwartz

2D / 3D Artist



A 14 Pitkin Street
Burlington, Vermont 05404
T 519 429 3808
E alexschwartzart@gmail.com
W alexschwartzart.com

Profile

A diligent and motivated artist with a traditional background and 3D art education, having recently graduated from Champlain College of Vermont with a Bachelors degree in Electronic Game and Interactive Design: Art and Animation. Has a wealth of experience in team environments on both student and professional projects.

Experience

Concept / Technical /Production Artist @ Emergent Media Center; Winooski, VT

August 2008 to November 2008, June 2009 to December 2010

Client: Population Media Center, United Nations Population Media Fund (www.breakawaygame.com)

Worked on a small team to conceptualize and create a game for the United Nations Population Media Fund. *Breakaway* is a game aiming to help bring global change regarding the issues of gender violence. Took part in field research in Cape Town, South Africa, visual conceptualization and production work including character rigging, posing, lighting, and rendering.

Concept Artist/Production Artist @ Space & Dream; Montreal, QC

May 2009 to August 2009

Worked on E-Toronto and Zumbathon video projection projects as a storyboard, conceptual and production artist. Tasks included shader work, blend shape animation, rigged character animation, and Photoshop background design work.

Education

Champlain College, Burlington, VT

Bachelor of Science, Electronic Game and Interactive Design: Art & Animation (May 2010)

Skills

Maya, Zbrush, 3Dcoat, Crazybump, Photoshop, AfterEffects, Torque, SVN