

ALEX MILLER

ENVIRONMENTAL MODELER • GAME DESIGNER

SUMMARY OF QUALIFICATIONS

Creative artist and designer with a strong understanding of both the CG and Game Development pipelines. A strong passion for creativity and visual storytelling. Excellent analytical skills. Positive, easy-going attitude. Works very well under pressure.

TECHNICAL QUALIFICATIONS

Highly Skilled	Proficient	Familiar	Platforms
Autodesk Maya	Microsoft Visio	Unity Engine	XP/Vista/7
Adobe Photoshop	3D-Coat	Adobe Flash	Mac OSX
Adobe Indesign	Crazybump	Adobe Premiere	
Microsoft Office Suite	Adobe After Effects	Autodesk Mudbox	

SKILLS

Well-rounded 3D and digital art skillset. Solid knowledge of game mechanics, user experience studies and resource management. Strong written and verbal communication skills. Good directorial eye. A patient, efficient teacher.

EMPLOYMENT

Dead Gear (Personal Project) **January 2012- Present**
Spearheaded a small team as the Lead Game Designer and Artist on an independent 2D/3D game, using the Unity engine.

Desert Island (Plugin Studios) **Contract**
Modeled and textured an environment and assets for use in a proprietary engine.

Eveo, Inc., an ECG company, San Francisco, CA **September 2010- September 2011**
Work as a production artist and 3D generalist on a wide variety of demanding CG and storyboard projects.

Currently Untitled Game (Mind Control Software Inc.) **Contract**
Contracted as an artist for Environmental concept and 3D work for a video game currently in development by Mind Control Software Inc. Extremely tight deadline. Provided constant, meaningful updates for the Art Director and Producer. Delivered a polished, well-received product ahead of deadline.

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA **January 2008- June 2010**
Bachelor of Applied Science (BASc) in Animation and Visual Effects

References available on request