

Don W. Alexander

CORE SKILLS & EXPERIENCE

As a veteran of art and animation in the video game industry over the past 24 years I have contributed to game titles such as Star Wars Galaxies, Heroes Of Dragon Age Mobile, Moonshot Galaxy on PSVR and most recently Shuttle UP! Since then I have positioned my unique skill sets towards XR in media solutions for businesses in

PERSONAL DETAILS

ADDRESS 19637 Dunstan Beacon Ln, Pflugerville TX 78660

EMAIL BatKountry@gmail.com

TELEPHONE 512-568-4679

ONLINE PORTFOLIO www.donalexanderart.com

EMPLOYMENT

Industry Experience:

Mutual Mobile

Oct16 2018 – Current Design Director XR

Directed visuals and user interactions on projects with various clients. Utilized Design Sprints and Discoveries to understand best approach with clients current and future goals. Worked full time with creative software such as Unity, Maya, Marmoset, Photoshop and Premiere.

Lift Off Labs (A division of Big Fish Games)

Apr11 2016 – Sept25 2018 Lead 3D Game Artist

Lead and directed and contributed to art and design needs on a small hands on development team. Our first title Moonshot Galaxy ([VIDEO REVIEW HERE](#)). This game shipped on PSVR, Oculus Rift, HTC Vive and Gear VR. Lead and directed art for several VR and AR and Mobile game demos. Our latest title is a mobile hyper casual game for iOS [Shuttle Up!](#)

July 2015- Oct 2015 – Art Director Byte Canvas Games Santa Monica.

Directly contributed to core 3D art , pre visualization, workflows and development guidelines planning. Established guidelines and workflows between outsource groups and in house art development.

Oct 2012 –June 2015 Lead Artist EA Mobile Games.

Lead and directed art on Heroes of Dragon Age and Monopoly Bingo mobile games.

Directed, tutored, contributed and reviewed aesthetic and technical aspects of character artists, environment artists and lighting artist's work. UX and UI visuals and flows.

Directed and contributed to development of marketing materials

Created 3d animation, 3d character 2d workflows between departments utilizing Maya, 3dsMax, Photoshop and Unity.

**Oct 2008 -May 2012 Animation Lead -Principle Artist Intific Inc.
(Formerly Total Immersion)**

Animated and edited motion capture in 3dsMax, Maya. Planned and directed 2 motion capture shoots with House of Moves L.A.

Directed, tutored and reviewed aesthetic and technical aspects of animators work.

Setup animation networks for gameplay using Natural Motion's Morph 3.0

Numerous Art Roles Sony Online Entertainment May 2000 – Oct 2008:

*Jan 2007 - OCT 2008 Senior Animator D.C.U.O. Sony Online Entertainment.
Austin, TX*

Core combat melee animations using Motion Builder ~ Maya into Unreal3.

Pipelines prototyping for character skeleton archetypes, animation tools and world weaponization assets.

May 2006 – Jan 2007 Art Director Star Wars Galaxies, Sony Online Ent. Austin, TX

Led a team of production artists on chapters 4 through 7 of the profession expertise revamp and Star Wars Galaxies Complete Online Adventures. Trained new artists on SWG art pipelines utilizing Maya 7, Z-Brush, Photoshop and in house art tools. Visual direction on 3d static world assets, character modelling / textures, animation and U.I.

Oct 2004 – Jun 2006 Sony Online Ent. Austin, TX

Character Lead - Star Wars Galaxies Online

Created 3d characters, creatures world objects, player accoutrements, clothing and animation for in game play with Maya 6.0 ~ 7.0 ~ 8.0 .

Setup character customization, animation pipelines. Worked with tools programming on asset exporters, asset database, feedback / art support.

Worked with implementation of character related assets into game, character art direction. Checked assets for in game functionality.

Nov 2003 - Oct 2004 Sony Online Ent. Austin, TX

3D Character Lead - State of Chaos Online Prototype

Created 3d characters, creature's, objects, player customized clothing and animations for in game play with Maya 5.0 ~ 6.0. Setup character, creature, character customization, animation pipelines.

May 2000 - Nov 2003 Sony Online Ent. Austin, TX

Senior 3D Character Artist - Star Wars Galaxies Online

Created 3d characters, world objects, player accoutrements, clothing and animation for in game play with Maya 4.0 ~ 5.0.

Jan 2000 - May 2000 Origin / Electronic Arts Austin, TX

Senior 3D Character - Animation Artist - Ultima Online 2

Created 3d characters and animation for in game play with 3dsMax 4.0,

Jan 1999 - Jan 2000 Human Code Austin, TX

Senior 3D Game Artist - Barbie Pet Detective

Created pre-rendered 3d environments and animation for in game cinematics and level play with 3dsMax 4.0

Feb 1997 - Jan 1999 Konami Interactive Redwood Shores, CA

Senior 3D Artist - Designer on N64 game Survivor Day One (working title)

Created concepts for level design / layout, characters, creatures. Modelled, textured and animated characters, world objects, levels using 3dsMax.

ADDITIONAL SKILLS/ATTRIBUTES

May 2007 - April 2008: Video Game Animation Instructor Austin. C.C.

Taught the fundamentals of character animation, rigging, storyboarding and how the various elements fit into video game production.

EDUCATION

Aug 1994 Sheridan College Oakville Ontario, CA

Classical Film Animation

Studied the fundamentals of 2D classical film animation, storyboarding, production layouts, camera operation, direction, solid construction drawing.

REFERENCES

Phillip Simon
Sr. Artist BigFish Games
philmikeysimon@gmail.com
941-258-5499

Alan Pickett
Professor Of Animation Travis County Public School Systems
alanpickettart@gmail.com
5127624709

John Sommer
Director Of XR Development, Mutual Mobile
John.Sommer@MutualMobile.com
512-917-6700