Don Alexander

Art Direction Gaming
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Skills

As a veteran of game art and animation in the industry for over 27 years I have contributed and directed multiple titles on various platforms from console to mobile to VR. I look forward to working with a group of professionals who are also dedicated to the craft of creating new, delightful and entertaining experiences through art and technology.

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Experience

SciPlay / Art Director
April 2022 – Present

Directed and Collaborated on art style guidance with character, UI/UX, animations, play environments, franchise and branding. Lead story arc and narrative discovery on an unannounced new mobile title.

SciPlay / Principle Artist
March 2021 – April 2022

Directed and Collaborated on character, VFX, animations, story arc narratives and visuals on the Monopoly Slots franchise.

Mutual Mobile / Design Director XR
Oct 2018 – Sept

Directed visuals and user interactions on enterprise projects with various corporate clients. Utilized Design Sprints and Discoveries to understand the best approach with clients current and future goals.

Big Fish Games / Lead Artist XR
Apr 11 2016 – Sept 25 2018

Lead and contributed to art and design needs on Moonshot Galaxy and Shuttle Up. Moonshot Galaxy shipped on PSVR, Oculus Rift, HTC Vive and Gear VR

Byte Canvas Games / Consulting Art Director
July 2015 - Oct 2015

Advised on a series of workflows and art development pipelines. Established guidelines and workflows between outsource groups and in house art development.

EA Mobile Games / Lead Artist
Oct 2012 – June 2015

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

Intific Inc. /Principle Artist
Oct 2008 - May 2012

Planned and directed 2 motion capture shoots with House of Moves L.A. Directed, tutored and reviewed aesthetic and technical aspects of animators work.

Sony Online Entertainment / Lead Artist, Art Director
May 2000 – Oct 2008

Created and directed animation and character art pipelines for titles and prototypes such as D.C. Online and Star Wars Galaxies. Art Director Star Wars Galaxies 2006 / 07

Electronic Arts / Senior 3D Character Animation Artist
Jan 2000 - May 2000

Created 3d characters and animation for in game play on - Ultima Online 2

Human Code / Senior 3D Game Artist
Jan 1999 - Jan 2000

Created pre-rendered 3d environments and animation for in game cinematics and level play on Barbie Pet Rescue

Konami Interactive / Senior 3D Artist
Feb 1997 - Jan 1999

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

Education

Sheridan College Institute of Technology / Classical Animation
Aug 1992 - May 1994

Majored in Classic Film Animation