



# Alexander Liebert

## 3D Modeler/Character Artist

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### **OBJECTIVE:**

To produce 3D models with character, imagination and style of the highest quality in a production environment.

### **PROFESSIONAL EXPERIENCE:**

#### **Donnerwood Media**

*Artist*

**2007-Present**

*San Francisco, CA*

- Create, modify, manage, and export 3D art assets for use in the proprietary Meez.com real-time 3D engine
- Designed, animated, and coded Flash advertisements resulting in monthly high click-through rates

#### **iD Gaming Academy**

*Curriculum Developer*

**2006-Present**

*UC Berkeley, Berkeley, CA*

- Developing 2007 Curriculum for a 3 week intensive game development course, covering modeling, animation, world design, dynamics, and scripting

*Instructor*

- Developed and implemented an intensive, 1 week character modeling course for pre-college students
- Worked cooperatively in a team environment to teach the fundamentals of animation, texturing, and level design
- Successfully guided 14-17 year old students with no prior 3D knowledge through the development of original, animated 3D characters, implemented in the Torque Game Engine

#### **Island Dreamer Interactive**

*Character Artist*

**2006**

*Los Angeles, CA*

- Modeled, UV'd, and textured game-ready assets within a set polygon budget
- Accurately reproduced characters from model sheets and concept art

#### **Blend Films**

*Assistant Animator*

**2005-2006**

*New York, NY*

- Modeled, animated and rendered 3D scenes for reference in 2D-animated TV spots for the Donors Choose Organization
- Worked from director's model sheets and storyboards to effectively emulate a hand-drawn style

#### **Scraggy Hill Elementary School**

*Instructor*

**2000**

*Port Jefferson, NY*

- Taught Visual Basic programming to gifted and talented 6<sup>th</sup> graders.
- Designed and implemented a curriculum that was both challenging and age-appropriate.

### **EDUCATION:**

#### **Pratt Institute**

Brooklyn, NY

**2002-2006**

*Bachelors Degree in Computer Graphics and Interactive Media*

Focus: 3D Character Animation

### **Skills:**

Character Design

Character and Environment Modeling

Character Sculpting/ Maquette Building

Autodesk Maya

Adobe Photoshop

Adobe Flash

### **Awards and Honors:**

Clay-animated piece won community award on animateclay.com.

Presidential Merit Scholarship Recipient.

President's List 2005-2006.

### **REFERENCES**

Available upon request