

Alex Dvorak

3D Artist

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Education

B.S. Game Design and
Development
University of Wisconsin-Stout

I received a Bachelors of Science degree in Game Design and Development with an emphasis in 3D art from the University of Wisconsin Stout May 2016.
GPA: 3.35

Experience

[Path of the Empyrean Pyre](#)
Hard surface modeling
Set Dressing

- Developed a virtual reality environment and narrative walk through in conjunction with 7 teammates for The Jim Henson Company.
- Communicated with the JHC via skype and an in person presentation to ensure our project match their Farscape IP.
- Worked with a concept artist to model and texture 3D assets.

[Building 37](#)
Hard surface modeling
Environment Design
PR

- Developed and published a 3D narrative game with 11 classmates.
- Worked as an environment artist by developing props, rooms, and set dressing in game engine
- Acted as PR manager by creating promotional imagery and operating social media pages such as Facebook and Twitter as well as our blog.

[Oasis](#)
Hard surface modeling
Environment Design

- Created a 3D environment to match a theme and tell a visual story
- Modeled and textured based of reference material and concept art
- Worked closely with a teammate to meet goals in a timely manor.

Other Experience

Sales Associate
Mills Fleet Farm

Provided excellent customer service via the sales floor as well as over the phone.

Summer Technician
Krueger International

Worked with teammates to ensure production goals were met.

Technical Skills

-Photoshop -Autodesk Maya -Illustrator
-After Effects -Zbrush -InDesign
-Premiere Pro -Unity

Highlights

- Versed in both 2D and 3D game art
- Experience with hand-painted textures
- 2 years experience with 3D modeling software
- Able to work well with a team of modelers
- Experience with game design pipeline from start of project to finish

Willing to relocate