

## ALEX MAY

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### OBJECTIVE

To work as an environment artist at an AAA game company to create everything from props and architecture to terrain sculpting and painting. I have a selection of my work posted online at [www.Alexmay3d.com](http://www.Alexmay3d.com)

### PROFESSIONAL EXPERIENCE

#### *Environment Artist 2 on Project Spark at Microsoft* (July 2012 – July 2013)

Pipeline, workflow and art style exploration. Shader prototyping in UDK. Zbrush sculpting of props, environments and character assets. Outsourcer feedback/overseeing outsource art teams and in house production artists. Implementation for Environment art and Characters in engine. Level creation, lighting and art polish in engine. File and repository organization and assisting in technical art duties to the tech art lead as well as minor tool creation in Python.

#### *Environment Artist 1 on Kingdoms of Amalur at 38 Studios* (June 2011- May 2012)

Painted and sculpted UDK terrain as well as modeled props, set dressed, created LOD's, created texture atlases, painted foliage, sculpted rocks in Zbrush, optimized meshes for memory and draw calls as well as modular architectural modeling on the UDK grid. Source Control with Perforce.

#### *Freelance Character Artist* (July 2010-present)

Modeled and textured Zbrush characters

### TECHNICAL SKILLS

#### *Autodesk Maya*

3Dmodelling, UV layouts, LOD creation, skeleton creation and skinning, animation

#### *Adobe Photoshop*

Digital painting, texturing

#### *Zbrush*

Character and environment sculpting, polypainting, re-topologizing

#### *UDK Game Engine*

Terrain painting and sculpting, set dressing, lighting, and asset optimization. Some Shader and cascade experience.

#### *Speed Tree*

Stylized and realistic tree and shrub creation

### EDUCATION

#### *Champlain College, Burlington, VT*

Bachelor of Science Degree in Electronic Game Development; Game Art and Animation  
2011

### LEADERSHIP AND ACTIVITIES

Lead Artist of Tulpa, creating the UDK game Mountain	2010–2011
GDC Conference Associate	2011
Winner of the MIGS 2010 Student Zbrush Challenge	2010
Boy Scouts of America, Life Scout award	2002