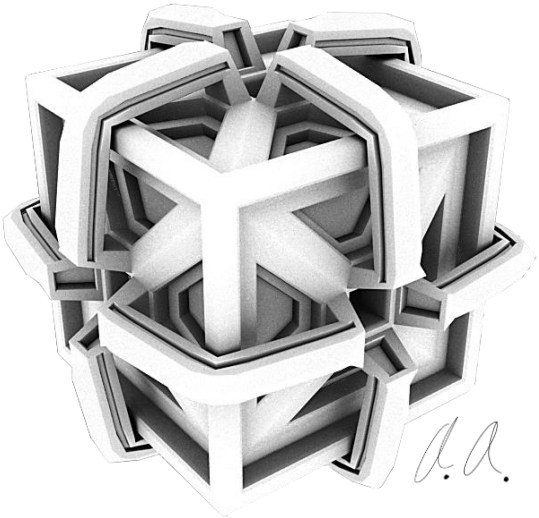
Alex Alho

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Profile

I am an artist trained in 3D modeling and animation and I wish to refine my skills with Yeti's 3D layout team in the entertainment industry. My work displays effort and dedication.

Education/Skills

Centre for Arts and Technology from October 2012 -- April 2015, Kelowna, BC
Program: Animation for Gaming and Visual Effects, candidate for graduation in June 2015

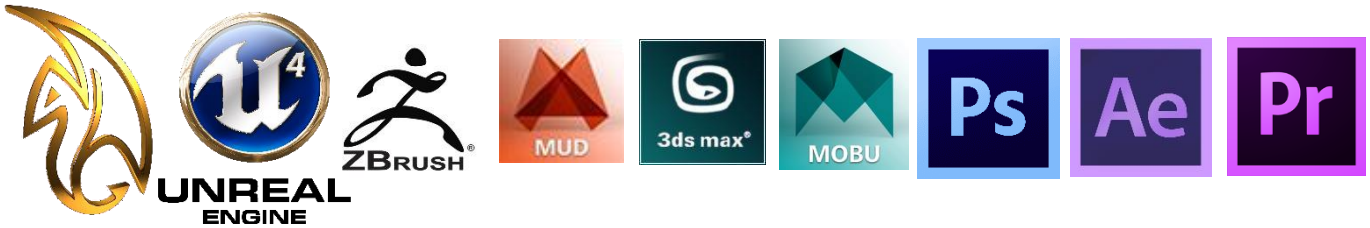
Modeling

- Classes in Maya, teaching hard surface and organic modeling, texturing, lighting and rendering.
- UDK classes learning the most effective ways to get the most out of a game engine, blueprint building, lighting, and effects.
- Zbrush and Mudbox sculpting for high polly modeling and texturing.
- UV unwrapping with Maya and 3DS Max as well as Headus UV layout.
- Texturing models using Photoshop and Sai.

Animation

- Animation classes for camera composition, key frame animation and layout.
- Knowledge of rigging skills and skin weighting in Maya.
- Experience in Motion Builder for mo-cap cleanup.

Software Experience



References available upon request