

# ALEX T. VOYLES

## 3D CHARACTER ARTIST

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### SKILLS

- Proficiency in the entire 3D game art workflow
- Expertise in the professional character art pipeline for video games
- Strong interpersonal skills and able to collaborate with and lead team members
- Strong character design sense
- Desire to give and receive feedback to iterate and improve

### SOFTWARE EXPERTISE



### WORK EXPERIENCE

#### **Lead Character Artist** - May 2018 – Present

##### *Games for Entertainment and Learning Lab*

- Worked as a lead character artist on *Monster Savings*
- Led a team of artists to create a unique art style and pipeline for assets
- Concepted, designed, modeled, and textured characters and environment assets
- Worked with team members of other disciplines to implement art into game

#### **3D Art Teaching Assistant** - September 2018 – Present

##### *Michigan State University*

- Assisted in the education of beginner 3D art students
- Provided help and feedback on modeling, texturing and animating in Maya & Substance Painter
- Evaluated student performance on projects and assignments

### EDUCATION

#### Michigan State University - January 2017 - August 2019 (anticipated graduation)

- Bachelor of Arts Degree in Media Arts and Information
- Interdisciplinary Undergraduate Minor for Game Design and Development: a collaborative video game design program ranked top 10 in the world

#### Schoolcraft College - September 2015 - December 2016

- 3.9 GPA
- Made Dean's List all three semesters

References available upon request