

# Alexander Alza

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Please visit my online portfolio: [www.alexanderalza.com](http://www.alexanderalza.com)

- 9 published titles in 6 years, for the Nintendo 3DS, DS and PC.
- Lead Environment Artist on 4 published titles.

## EXPERIENCE / SKILLS:

Prolific in: Autodesk 3D Studio Max, Adobe Photoshop, Nintendo Creative Studio, UDK.  
Capable in: Autodesk Mudbox, Autodesk Maya, Pixologic ZBrush, Corel Painter.

## EMPLOYMENT:

### n-Space, inc.

July 2006 to present

Established in 1994, n-Space has released 27 titles ranging from original IPs to top-tier licenses for the Nintendo DS, 3DS, Wii, Playstation 3 and Xbox360 as well as well as iPad/iPhone platforms.

#### **Lead Environment Artist** (Jan 2009 – present)

Responsibilities include managing teams of anywhere from one to nine environment artists. I also interact with other leads to make sure we are creatively pushing forward and aware of any tasks requiring cooperative solutions. In my spare time I had my hands full with level design, modeling, texturing, lighting, optimizing, doing some minor scripting and animating.

#### **Environment Artist at n-Space** (July 2006 – Jan 2009)

Responsibilities included level design, modeling, texturing, lighting, optimizing, doing some minor scripting and animating levels and props.

My published titles while working at n-space include:

- *Heroes of Ruin*, published by Square Enix for the Nintendo 3DS, in stores Spring 2012.
- *Call of Duty Black Ops*, published by Activision for the Nintendo DS, 2010.
- *Call of Duty Modern Warfare Mobilized*, published by Activision for the Nintendo DS, 2009.
- *Marvel Ultimate Alliance 2*, published by Activision for the Nintendo DS, 2009.
- *Call of Duty World at War*, published by Activision for the Nintendo DS, 2008.
- *Star Wars The Force Unleashed*, published by Lucas Arts for the Nintendo DS, 2008.
- *Hue Pixel Painter* (tied in with Tony Hawk's Motion), published by Activision for the Nintendo DS, 2008.
- *Call of Duty 4 Modern Warfare*, published by Activision for the Nintendo DS, 2007.

### Internship at Awe Productions

April 2006 to June 2006

AWE Productions has been involved in developing over 70 published titles in the past 17 years. Covering everything from PC and Mac to Nintendo DS, Wii, Playstation 2, and Xbox360.

#### **Props / asset artist** (April 2006 – June 2006)

Responsibilities included modeling and texturing numerous environment objects to be used in *Agatha Christie: Murder on the Orient Express*, published by The Adventure Company for PC, 2006.

## OTHER SKILLS:

- Excellent communication skills, be it with my team, management, etc. (also bilingual)
- Able to accurately work from concept art, or research and create from my own vision.
- Self-motivated enough to work independently, but also thrive in a team setting.
- Proficient in low and high poly modeling in all styles – organic, hard-surface, etc.
- Able to quickly adapt to different engines or workflow.

## EDUCATION:

- Bachelors of Science in Game Art and Design from the Art Institute of Fort Lauderdale.  
2003-2006.
- Associate of Arts geared toward Fine Arts from Santa Fe Community College.  
2001-2003

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References and work samples provided upon request.

Thank you for your interest!