**Alex Harris – 3D Artist**

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| Name: | Alexander Harris |
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| **Professional Skills**3D artist with experience in modelling for arc-vis, animated film and real-time simulation. I have a strong eye for detail and can work using my own initiative, on my own or effectively within a team. |
| * Autodesk 3D Studio Max 2017.
* Substance Painter.
* Adobe Photoshop CS6.
* Adobe Premiere Pro CS6
 | * Low and Hi poly modelling.
* Clean and efficient UV layouts.
* Texturing.
* Mobile App Development.
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**Experience**

**Jan 2012 – Present: Freelance 3D Artist**

**Notable work:** Real world accurate 3D Modelling of buildings and props for real-time driving simulation software using point cloud data reference.

Arc-vis for a Global Pharmaceutical Giant: Optimized pre-existing CAD assets, modelled and textured lab building interior & props from provided photo references and blueprints.

Arc-vis for Cruise ship company: Modelled interior environment and a Lifeboat based on pre-existing CAD blueprints and photo references.

**Sept 2011 – Sept 2015: Senior Modeller – Mila** [**milafilm.com**](http://www.milafilm.com) ***Coming Soon***

Collaborated online with the team at the Art Institute in Los Angeles and the team around the world to create assets for the CG animated short movie.

* Modelled props, vehicles and buildings – examples on ukalex.com
* Created clean and efficient UV layouts.
* Used Autodesk 3D Studio Max, Autodesk Maya and Adobe Photoshop.

**Sept 2015 – Present: Social Media Team – Mila**

Helped form and manage social media strategy in the build up to the crowd funding campaign. Mila was [successfully crowd funded](https://www.indiegogo.com/projects/mila-letsmakeadifference-4-child-survivors-of-war-animation/x/14476809#/) via Indiegogo in July 2016.

**May 2011 – Present: Indie Mobile App Dev (**[ukalex.com/apps/](http://www.ukalex.com/apps/))

Woodsman Archery (2016)

[**Google Play**](https://play.google.com/store/apps/details?id=com.ukalex.archery.free) // [**Amazon**](https://www.amazon.co.uk/UKALEX-Woodsman-Archery/dp/B01LZDG1Z1/ref%3Dsr_1_2?s=mobile-apps&ie=UTF8&qid=1476961351&sr=1-2&keywords=UKALEX) // [**Amazon Underground**](https://www.amazon.co.uk/UKALEX-Woodsman-Archery/dp/B01MDJAUM2/ref%3Dsr_1_1?s=mobile-apps&ie=UTF8&qid=1476961374&sr=1-1&keywords=UKALEX)

My Roles: Unity Development with PlayMaker, Project Manager, 3D Art, Design.

Software used: Unity, PlayMaker, Photoshop, Autodesk 3Ds Max, Adobe Audition.

Interactive ABC For Kids (2015)

[**Apple App Store**](https://itunes.apple.com/us/app/interactive-abc-for-kids/id982034542?ls=1&mt=8) // [**Google Play**](https://play.google.com/store/apps/details?id=com.ukalex.interactivealphabet) // [**Amazon**](http://www.amazon.co.uk/UKALEX-Interactive-ABC-For-Kids/dp/B00V2OTORS/ref%3Dsr_1_24?s=mobile-apps&ie=UTF8&qid=1427105164&sr=1-24&keywords=Interactive+ABC+For+Kids) // [**Amazon Underground**](http://www.amazon.co.uk/UKALEX-Interactive-ABC-For-Kids/dp/B00V2OTORS/ref%3Dsr_1_24?s=mobile-apps&ie=UTF8&qid=1427105164&sr=1-24&keywords=Interactive+ABC+For+Kids) // [**Windows Phone**](https://www.microsoft.com/en-us/store/apps/interactive-abc-for-kids/9nblggh3mjr4)

My Roles: Design, Coding, Graphics, Animation, Audio recording and editing.

Software used: Unity, PlayMaker, Photoshop, Autodesk 3Ds Max, Adobe Audition.

Nursery Rhymes For Kids (2011, 2015)

[**Apple App Store**](https://itunes.apple.com/us/app/nursery-rhymes-for-kids/id987171029?mt=8) // [**Google Play**](https://play.google.com/store/apps/details?id=com.nurseryrhymes19) // [**Amazon**](http://www.amazon.co.uk/UKALEX-Nursery-Rhymes-For-Kids/dp/B00W5PXSUC/ref%3Dsr_1_3?s=mobile-apps&ie=UTF8&qid=1429136175&sr=1-3&keywords=UKALEX) // [**Amazon Underground**](http://www.amazon.co.uk/UKALEX-Interactive-ABC-For-Kids/dp/B00V2OTORS/ref%3Dsr_1_24?s=mobile-apps&ie=UTF8&qid=1427105164&sr=1-24&keywords=Interactive+ABC+For+Kids) // [**Windows Phone**](https://www.windowsphone.com/en-us/store/app/nursery-rhymes-4-kids/c3d83031-1652-4be2-8234-2f63c9e67419)

(2015) Re-built in Unity to support multiple platforms and to improve device support.

Originally coded in Eclipse IDE with Android SDK: Multiple APKs, XML layouts and drawable resources were created to optimize support for different screen sizes and densities.

**2005-2011: PlayStation EU Community MVP and Beta Tester**

In this voluntary role as a "Most Valued PlayStationer" in the Official PlayStation Community, I was asked to assist SCEE's Community Team and other MVPs in developing a thriving, friendly, entertaining and active community focused around PlayStation products.

* Voted most helpful/informative member on the PlayStation EU forum (Community Awards 2006).

**2009-2010 Technical Artist – Portsmouth University RT Group Team**

Worked in a team to create a real-time interactive 3D Tai Chi Trainer app for PC and Xbox 360.

* Bridged the gap between coder and artists.
* Modelled and textured props.
* Created environment layout using a purpose built editor in XNA.
* Used Autodesk 3D Studio Max, Adobe Photoshop and Visual Studio 2010.

**Education**

**2007-2010 BSC (Hons) Computer Games Technology, University of Portsmouth**

Degree focused primarily on Game design, 3D modelling and Animation. - Relevant topics covered:

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| * Software skills for Media
 | * Computer Games Design
 | * Animating Characters
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| * 3D modelling & Animation
 | * Computer Games History
 | * Imaginary Architecture
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| * 3D Rendering
 | * Programming for Games
 | * Media
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**2004-2007 The College of Richard Collyer, Horsham**

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| * Double A-level Applied ICT
 | * Photography AS Level
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| * Intermediate GNVQ ICT
 | * Geography AS Level
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Topics covered in A-level and GNVQ ICT:

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| * Hardware & Software
 | * Project Management
 | * Multimedia
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| * Web Development
 | * Programming
 | * Operating Systems
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| * Graphics
 | * Computer Networking
 | * Database Software
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Notable achievements: Distinction in Programming.

**1999-2004 Tanbridge House School, Horsham**

GCSEs including Maths, English, Geography, Science, Business Studies and French.

**Recommendations**

“Alex is a very talented and pro-active modeler and an important asset to the Mila Team. As a team player, he shares his knowledge with other modelers and strives for perfection. He’s responsive to notes and has a very quick turnaround with his work. He would be a great asset to any production fortunate enough to have him.”

* **Cinzia Angelini - Director, Mila** [**www.cinziaangelini.com**](http://www.cinziaangelini.com)

“I really like working with Alex. The first thing that struck me from him, was the quality of his work. He delivers quality models, and makes each asset special. It does not matter if it is a simple piece of wood, Alex will make it look special and unique. However, I loved the most his environment work, and his capacity of taking a few sketches to make something different and unique. His models hold interest, and artistry.

Alex can follow directions very well. He can take feedback in a positive manner. I was gladly surprised to notice he took initiative on several occasions where no one seemed to chime in to help. For example, without anybody telling him, he helped other artists with his amazing UV skills, and troubleshooting bugs others were encountering. He has what it takes to lead. Now that I look back into his work, I can notice that some of the best texturing was performed on models he made. This is not a coincidence, but the result of him being a professional modeler; one that can understand both direction, and needs of artists down the pipe line. I would highly recommend Alex to any team that requires a talented modeler, and true team player. “

* **Cesar Alejandro Montero Orozco – Texture Supervisor, Mila** [**www.archeidos.com**](www.archeidos.com)