Alexander Turrittin

SKILLS

Maya, Blender, Arnold, Substance Painter, Unity, Unreal Engine, Live 2d Cubism, C#, CSS, Swift, XCode, HTML, VR/AR Development, Web Development, Amazon Web Services, 2d Animation, 3d Animation, Photoshop, Adobe After Effects, Premier Pro

Work Experience

ABT Extended Reality Designs LLC — Founder/CEO

May 2024 - Current

Starting my XR design business has equipped me with a unique blend of technical expertise and entrepreneurial skills. Through this venture, I have honed my ability to manage complex projects, lead diverse teams, and innovate with cutting-edge technology. This experience has not only deepened my understanding of design but also enhanced my capabilities in business development, client relations, and strategic planning.

Lionbridge Technologies — Video Game Tester

Contract (6 Months)

Here I tested unreleased video games to find bugs or any other issues to make sure the product was ready to be shipped and released to the public.

EDUCATION

Boise State University - Bachelors of Science

August 2018 - May 2024

We focus on a variety of digital application development as well as mobile and web development. I have experience using a variety of coding languages, in working with AR/VR applications for both Apple and Android devices. I have worked with HTML and CSS to create dynamic, mobile-friendly websites. I have used Maya, Blender, and Armorpaint to create 3D characters, assets, and animations. I have experience with many Adobe applications for design and concept work as well as 2D animations.

Glass Cockpit Aviation - Private Pilot

June 2019 - July 2021

I have over 50 hours of flight time logged. I have soloed twice; once out of the Nampa municipal airport, and once out of the Boise airport. Flying involves excellent spatial awareness and coordination, good communication and team working skills, critical decisive thinking, the ability to remain calm under pressure, confidence and self-discipline, and more.