

# Alexander James Begg

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## Objective

To be an active and resourceful member of a creative company by having a challenging and rewarding position that allows me to utilize and develop my skill set and gain experience.

## Experience

10/2008 - 03/2009 Red Giant Santa Monica, CA

Visual Effects Artist: "Mad Labs"

3d visual effects and rigging on "Mad Labs" production in Red Giant production team at The Art Institute of California - Los Angeles.

## 09/2007 – 08/2008 Gunslinger Digital Hollywood, CA

Graphics and Effects Artist

Motion graphics, visual effects, compositing, and title sequences for shows on television networks such as CBS, FOX, and MTV. Shows include Hell's Kitchen, How I Met Your Mother, Back to You, and Viva la Bam.

### 10/2005 – 08/2008 **Boy Scouts of America Tempe, AZ**

Web Designer and Developer

 Web design, developing, and database administration for a website of the Western Region of the Order of the Arrow division of the Boy Scouts of America, used by its members across the western half of the United States.

## Education

#### The Art Institute of California - Los Angeles, Santa Monica, CA

Bachelor of Science, Media Arts & Animation

## Skills

- Autodesk 3ds max and Autodesk Maya: 4 years experience
  - Modeling, mental ray lighting & rendering, texturing, projection mapping, animation
- Adobe After Effects: 4 years experience
  - Motion graphics, rotoscoping, motion tracking, compositing
- Adobe Photoshop: 6 years experience
  - o Matte painting, set extension, graphics design, image manipulation
- Adobe Dreamweaver: 5 years experience
  - Website design and scripting (HTML, PHP, CSS, JavaScript)
- Adobe Illustrator: 2 years experience
  - Graphics design, transferring artwork to Adobe Flash, After Effects, or 3D software
- Also have experience in:
  - Shake, Softimage XSI, Cinema4D, Terragen, FumeFX
  - Microsoft Office: Word, Excel, PowerPoint, Access
  - Visual Basic .NET programming with Microsoft Visual Studio 2008
  - MySQL Database Management
  - Machining (lathes and mills) and engineering drawing, 2000 2002