



Alex Davis Jr

4104 St. Martins Pl.
Cincinnati, OH, 45211

T - 513 477-5460
M - 304 806-2539

davis.alex.jr@gmail.com
alexDavisjr.com

www.linkedin.com/in/alexjr
alexDavisjr.blogspot.com/

SUMMARY

From logos to posters and 3D modeling to 3D printing, I have six years of experience creating all types of graphic designs in both 2D and 3D. I am always working on the next best thing, frequently as part of a team. I have a fever for graphic design and the only prescription is more graphic design!

EXPERIENCE

Animator & Layout Artist, Flaming Medusa Studios
Cincinnati, OH — 2014

Worked with a team to animate a policy explanation video for an insurance company during an extremely short deadline. I also helped with the layout work for other animators.

Graphic Designer, University of Cincinnati Center for Simulations & Virtual Environments Research
Cincinnati, OH — 2009-2013

Team lead of student workers. Tasked to produce any graphical needs of clients. Specialized in creating 3D models, animations, and environments for use in virtual environments.

EDUCATION

Associate of Applied Science
University of Cincinnati,
Blue Ash College,
Cincinnati, OH, June 2012

SKILLS

3D Modeling
2D & 3D Animation
3D Printing
Game Development
Brand Design
Web Design
Video Production
Audio Editing
Digital Photography
Mobile App Development
PC Assembly



Graphic Designer, United States Probation Southern District of Ohio

Cincinnati, OH — 2010-2012

Designed official seal and annual report cover letters.

Graphic Designer, United States Pretrial Services Southern District of Ohio

Cincinnati, OH — 2010-2012

Designed official seal and annual report cover letters.

PROJECTS

Global Game Jam

Cincinnati, OH — 2015

Worked with a team to create "Wake Up," in three days. It is a virtual reality game made using Unity and Oculus Rift.

globalgamejam.org/2015/games/wake

Obsession Project

Cincinnati, OH — 2013

I had a list of other students ideas for a project. I combined them in odd ways using Maya, Zbrush, and Unity.

youtu.be/e1eyJQB8Boo

Walk of the Titans

Cincinnati, OH — 2013

Created the first level of the video game "Walk of the Titans". The player is a young Titan who was rejected by his kin. He must choose the fate of all Titans and the humans who are settling in their land.

youtu.be/ZtmsytKCY4s

Museum Archive

Cincinnati, OH — 2012

Worked with professor to transfer his 3D environment into the Unity game engine. Created an interactive, real-time, futuristic museum of Greek mythology.

youtu.be/ZtmsytKCY4s

SOFTWARE

Maya

Blender

Photoshop

GIMP

Illustrator

Premiere Pro

Dreamweaver

Sublime Text 2

Flash

Zbrush

Unity3D

HTML & CSS

JavaScript

C#

CREDITS

3D Printing Exhibition, *Minecraft Girl*, Shapeways and Brooklyn Children's Museum, 2015.

Sound, *The Barista*, Gaslamp Studios, 2011.

Graduation Video, Aronoff Center for the Arts, LaSalle High School, 2009.

LEADERSHIP

Treasurer, Video Game Graphics Group (VG3), 2013

Vice President, Video Game Graphics Group (VG3), 2012.



HONORS

Minecraft Girl

3D Printing Exhibition, Brooklyn Children's Museum — 2015

3D Printed a Minecraft version of my sister for Christmas. It was chosen by Shapeways staff and Brooklyn Children's Museum curators to be put on display. Made using Maya, Blender, and Photoshop.

3D Print: shpws.me/DG05

Tutorial: alex-davis-jr.blogspot.com/2014/01/how-to-make-your-own-minecraft.html

Award of Excellence

University of Cincinnati, Blue Ash College — 2013

Aggregated students 3D models into a futuristic, virtual, interactive museum of Greek mythology. I also modeled a section of the museum based on Ares. I used Maya and Zbrush to edit students' models as well as to create my own. I used the Unity3D game engine to create the final, interactive product.

3D Gaming Performance Package

University of Cincinnati, Blue Ash College — 2012

Awarded for successfully producing detailed models, stunning renders, and fluid animations.

Animation Performance package

University of Cincinnati, Blue Ash College — 2012

Demonstrated proficiency with analog and digital means to create animations on various media.

Award of Excellence

University of Cincinnati, Blue Ash College — 2012

Awarded for my claymation project which successfully demonstrates all principles of animation and fluid motion.

REFERENCES

Chris Collins, Supervisor

IT Analyst

University of Cincinnati Center for Simulations & Virtual Environments Research

chris.collins@uc.edu

513 556-3018

Darrell Wilson, Coworker

Graphic Designer

University of Cincinnati Center for Simulations & Virtual Environments Research

darjr1991@gmail.com

513 748-1471

Matt NeCamp, Coworker

Programmer

University of Cincinnati Center for Simulations & Virtual Environments Research

lithenlok@gmail.com

513-600-0939

Ted Ferdinand, 3D Professor

Assistant Professor

University of Cincinnati Blue Ash

ted.ferdinand@uc.edu

513 550-1074



Award of Excellence

University of Cincinnati, Blue Ash College — 2012

Awarded for creating beautiful 3D renders that follow the principles of lighting and photography.

Electronic Design Performance Package

University of Cincinnati, Blue Ash College — 2012

Awarded for successfully completing courses that cover the application of digital design across various media.

Award of Excellence

University of Cincinnati, Blue Ash College — 2010

Demonstrated great photographic skills and knowledge with photographic portfolio.

