

Alex W. Ballo

3D Artist

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A versatile and experienced 3D Artist with a background in modeling, texturing, compositing, VFX and VR.

SKILLS

3D Modeling
Texturing
UVs
Lighting
Multi-Pass Rendering
Compositing
VFX
Pre-Visualization
Chroma Keying
3D Stereoscopy
Rotoscoping
Camera Tracking
Rigging
Animatics
Storyboarding

SOFTWARE

Autodesk MAYA (Expert)
Pixologic ZBrush (Expert)
The Foundry NUKE (Expert)
Adobe Photoshop (Expert)
Adobe After Effects (Advanced)
Substance Painter (Advanced)
Quixel Suite (Advanced)
Marvelous Designer (Intermediate)
Chaos Group Vray (Advanced)
Unreal Engine 4 (Intermediate)
Unity (Intermediate)
PF Track (Intermediate)
Sitni Sati Fume FX (Intermediate)
Chaos Group Phoenix FD (Intermediate)
Golaem (Intermediate)
3D Coat (Intermediate)
The Foundry Mari (Intermediate)
The Foundry Cara VR (Intermediate)

EXPERIENCE

AUGUST 2017 to: PRESENT

3D Artist/Generalist FREELANCE, LOS ANGELES, CA

- Creating 3D, real-time characters, environments and props.
- Selling assets online.
- Working with individuals, companies and small teams to create 3D assets for their projects.

APRIL 2017 to: AUGUST 2017

COMPOSITOR/ VFX ARTIST SUNNYBOY ENTERTAINMENT, PASADENA, CA

- Core responsibilities revolved around compositing live action sequences into CG environments to create polished and realistic shots for VR experiences.
- Created VFX elements and seamlessly incorporated them into live action shots.
- Responsible for 3D modeling and texturing characters, environments and props.
- Quickly learned VR pipeline and contributed to rendering, converting and stitching of equirectangular and spherical maps.
- Coordinated with studio leads and CG artists in order to produce high quality visuals within tight deadlines.

AUGUST 2016 to: JANUARY 2017

PRE-VIZ MODELER HALON ENTERTAINMENT, SANTA MONICA, CA

- Created pre-visualization sequences to aid in visualizing complex scenes for feature films.
- Responsible for 3D modeling, texturing, rigging, and lighting various characters, environments, and props.
- Did photogrammetric modeling via Google earth and true scale for real world camera applications.
- Participated in weekly storyboarding and sequence planning including character staging and camera animations.

NOVEMBER 2013 to: MAY 2015

COMPOSITOR/ DEPTH ARTIST STEREO D, BURBANK, CA

- Quickly became fluent in the film industry pipeline.
- Responsible for interpreting and applying stereo concepts to develop depth maps for stereoscopic 3D films.
- Constructed element composites and blended all CGI together.
- Participated in dailies and adjusted work based on critiques from lead artists and supervising stereographers.

VR EXPERIENCES

IT: FLOAT - A Cinematic VR Experience (2017) - <https://www.youtube.com/watch?v=FHUErvVAelw> (Compositing, Modeling, Lighting, VFX) Annabelle:
Creation VR - Bee's Room (2017) - <https://www.youtube.com/watch?v=OwX-YIAa8XQ> (Modeling, Texturing, Lighting)
Wish Upon - 360 VR Experience (2017) - <https://www.youtube.com/watch?v=18tmXmemrOM> (VFX, Compositing)

MOVIE CREDITS

Captain America, The Winter Soldier (2014) | Godzilla (2014) | X-Men, Days of Future Past (2014) | Guardians of the Galaxy (2014) | Teenage Mutant
Ninja Turtles (2014) | Avengers, Age of Ultron (2015) | San Andreas (2015) | Antman (2015) | Pacific Rim: Uprising (2018)

EDUCATION

Full Sail University - Winter Park, FL - SEPTEMBER 2010 - AUGUST 2012

Bachelors of Science, Game Art – Advanced Achiever - Top of Game Art Graduating class, August 2012.

University of Massachusetts at Amherst - Amherst, MA – SEPTEMBER 2000 – MAY 2005

Bachelors of Science, Kinesiology: Minor Philosophy