

Alex W. Ballo

3D Artist

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CAREER OBJECTIVE

As a versatile and experienced 3D Artist in the entertainment industry, with a background in modeling, texturing, compositing, VFX, and 3D Stereoscopy, I am able to learn new techniques and software very quickly. This broad and applicable knowledge enables me to rapidly solve a wide range of problems and makes me an asset to any art team. I strive to work with people, who love challenges, love to learn, and are passionate about their work and art.

SKILLS

Modeling
Texturing
Lighting
Mult-Pass Rendering
VFX
Compositing
Chroma Keying
3D Stereoscopy
Rotoscoping
Camera Tracking
Rigging
Animation

SOFTWARE

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

APRIL 2017 to: AUGUST 2017

COMPOSITOR/VISUAL EFFECTS ARTIST SUNNYBOY ENTERTAINMENT, PASADENA, CA

Sunnyboy was an incredible studio, where I had the opportunity to work on some giant VR projects. I applied various stereoscopy skills from previous work projects and incorporated that knowledge into the world of VR. I was responsible for chroma-keying and compositing live action sequences into CG environments to create beautiful and realistic shots for virtual reality experiences. I used a variety of software to create virtual effects and seamlessly incorporated them into live action shots. To help with meeting deadlines I also worked on modeling and texturing various environments and props as well as some lighting and rendering. A big part of my role was coordinating and communicating with studio producers and CG artists, in order to ensure we were producing the highest quality work.

AUGUST 2016 to: JANUARY 2017

PRE-VIZ ARTIST HALON ENTERTAINMENT, SANTA MONICA, CA

During my time at Halon Entertainment I created pre-visualization sequences for film production. These helped producers and directors visualize complex scenes for a feature movie before the filming began. I was responsible for creating 3D assets and environments including modeling, texturing, rigging and lighting. Some environments required photogrammetric modeling via Google earth and true scale for real world camera applications. I also participated in rough storyboarding and sequence planning from script including character staging and camera animations.

NOVEMBER 2013 to: MAY 2015

COMPOSITOR/DEPTH ARTIST STEREO D, BURBANK, CA

Stereo D was a great place to practice various skills as a CG artist, while also getting a real sense of industry deadlines. I was responsible for interpreting and applying stereo concepts to develop depth maps for stereoscopic 3D films. As I became more familiar with the pipeline I began to get more involved by constructing composites and blending all CG elements together. A big part of working at Stereo D was learning how to interpret feedback by presenting work in dailies and adjusting shots based on various critiques from lead artists and supervising stereographers.

MOVIES

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)

VIRTUAL REALITY EXPERIENCES

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

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