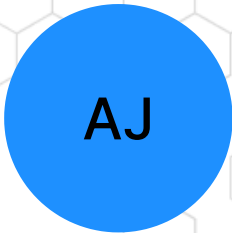


# ALEXANDER JACKSON

Senior 3D Artist | Character Design | Texture Specialist

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## SUMMARY

With over a decade of professional experience in the gaming industry, I excel in creating fully-realised 3D assets and characters. My expertise with 3D Studio Max, Maya, Zbrush, and Substance Painter has significantly contributed to the success of multiple award-winning projects. The standout achievement of my career has been receiving an industry award for excellence in character design.

## EXPERIENCE

### Lead Character Artist

#### Creative Assembly

- 06/2018 - Present Horsham, UK
- Designed and implemented high-fidelity 3D character models for a top-rated strategy game series, leading to a 10% increase in user engagement.
- Pioneered the use of advanced sculpting techniques with Zbrush, enhancing character realism and detail.
- Collaborated closely with Art Directors to align 3D character art with the game's vision, ensuring consistency across multiple titles.
- Streamlined the texture pipeline using Substance Painter, which cut down asset creation time by 12% without compromising quality.
- Mentored a team of junior artists, improving overall team productivity by 15% and reducing onboarding time for new staff.
- Initiated a bi-weekly art review session to foster team collaboration and continuous improvement, leading to a more cohesive art style.

### 3D Artist

#### Rocksteady Studios

- 01/2015 - 05/2018 London, UK
- Contributed to the development of a major action-adventure title, which received critical acclaim for its visual quality.
- Spearheaded the creation of a shared texture and model library, improving production efficiency by 20%.
- Managed asset creation within project specifications, successfully keeping all models within the required performance budget.
- Coordinated with game designers to integrate art assets into game environments, enhancing the player's immersive experience.
- Developed and conducted a series of workshops on advanced modelling techniques, raising the team's skill set.

### 3D Modeler

#### Codemasters

- 09/2011 - 12/2014 Southam, UK
- Created detailed vehicle and environment models for an award-winning racing game franchise, recognized for its visual fidelity.
- Optimized models for real-time rendering, which enabled the game to run smoothly on mid-range hardware.
- Worked with the art team to maintain a consistent style across various in-game assets, ensuring a high-quality player experience.
- Instituted a peer-review process that improved model accuracy and significantly reduced rework.

## EDUCATION

### Associate Degree in Game Art & Design

#### The Art Institute of Bournemouth

- 01/2009 - 01/2011 Bournemouth, UK

## KEY ACHIEVEMENTS

- Best Character Art Award**  
Received an industry award for excellence in character design on a critically acclaimed title.
- Efficiency Improvement Drive**  
Lead a successful initiative to improve asset production workflows, achieving a 15% increase in productivity.
- Community Engagement Program**  
Created an engaged online artist community that shared tips and techniques, amassing over 5,000 active members.
- Mentorship Success**  
Mentored over 10 junior artists who have moved on to become key contributors within the company.

## SKILLS

3D Modeling	Character Design
Texture Creation	3D Studio Max
Maya	Photoshop

## COURSES

- Advanced Character Modeling with Maya**  
Explored high-poly character creation using industry-standard Maya, provided by Pluralsight.
- Realistic Texturing with Substance Painter**  
Gained proficiency in texture painting and the use of smart materials in Substance Painter, provided by Udemy.

## INTERESTS

- Sculpting Digital Characters**  
Crafting characters from concept to fully realised 3D models, bringing life to narratives in the virtual world.
- Emerging Gaming Technologies**  
Staying abreast of the latest advancements and integrating leading-edge tech to optimize gaming experiences.
- Ultra-marathon Running**  
Pushing personal limits through endurance running has taught me resilience and the value of incremental progress.