

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 Southampton, 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.