
Rafi Emilio Alam

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EDUCATION

Parsons the New School of Design

January 2013 – Present

BFA Design & Technology, Game Design

- Deans List 2013

- Short film "Revolution" featured in Parsons Student Showcase

EXPERIENCE

Designwajskol

May 2015 – Present

Designer

- Product/Package/Furniture 3D Renders
- Application and Responsive Website UX/UI

Donovan/Green (Outerplaces.com)

June 2015 – December 2015

Intern

- Interactive 3D Solar System Web App
(<http://rafialam.com/preview/SolarSystem3D>)

Nito, Inc.

September 2014 – February 2014

Character Artist/Animator

Intern: June 2014 – August 2014

- Design, model, texture, and animate various different 3D characters for a face tracking 3D avatar iPhone and Android application.
- Blend shape facial animations for existing Avatars and package setup for application
- Create FK/IK Switch character rigs for animated sequences

SKILLS

Game Design

Programming

Graphic Design

2D/3D Art and Animation

Music (Guitar/Bass, Piano)

Sound Engineering

Level Design

Art/Creative Direction

Technical Art

Product Management

Screenwriting

Directing

Editing

Cinematography

Visual Effects

REFERENCES AVAILABLE UPON REQUEST