



ALEXANDRA JACKSON

Character Artist

Alemja.net

alex@alemja.net

Redmond, WA

Work Experience

Keywords Studios Seattle – 10/2015 to present

3D Character Artist

- Worked with outsourcing to polish and direct 3d models to meet the strict specifications of AAA clients
- Created pipelines and workflows to streamline asset creation on a tight timeline, and to efficiently meet AAA client expectations with a low number of iterations.
- Understood and adapted, technical pipelines of several clients to provide the most aesthetically and efficient assets possible
- Created 3d assets to be the quality bar for outsourcing

Credited Titles:

- *Spyro Reignited Trilogy*
- *Dauntless*
- *Brass Tactics*
- *Witchblood*
- *Unannounced AAA projects under NDA*

ArenaNet – 4/2014 to 4/2015

Character Artist Intern

Created armor and hairstyles for Guild Wars 2 and it's first expansion Heart of Thorns

Credited Titles:

- *Guild Wars 2 (post launch content)*
- *Guild Wars 2: Heart of Thorns*

Crivella West – 4/2011 to 9/2013

Web and Graphic Designer

Software and Skills

Low and high poly modeling in **Maya** and **3D Studio Max**

Sculpting high resolution meshes in **Zbrush**

PBR texturing in **Substance Painter** and **Photoshop**

Rigging and technical animation in **Maya**

Retopology and hand-painted textures in **3D-Coat**

Version control with **Perforce**

Project management in **Jira**
Engine work using **Unreal 4**

Education

Rigging Dojo: Character Rigging 101

Scott Eaton: Anatomy Course

Art Institute of Pittsburgh: Game Art & Design Bachelors – 8/2007 to 8/2010