



# ALEXANDRA JACKSON

[Alemja.net](http://Alemja.net) | [alex@alemja.net](mailto:alex@alemja.net) | Character Artist | Bellevue, WA

## Professional Objective

My goal as a professional creative is to collaborate with a team on interesting and challenging projects. I also always look to continue improving my skills through learning and working with others.

## Skill Sets

Low and high poly 3D modeling using **3D Studio Max** and **Maya**  
Sculpting high resolution meshes in **Zbrush**  
PBR Texturing in **Substance Painter**  
Retopology and per-pixel painting in **3D-Coat**  
Concept art, digital painting, 3d textures and graphic design using **Photoshop**  
Engine work using **Unreal 4**  
Project management using SCRUM and Agile methodology

## Experience

Keywords Studios | Lakshya Digital – 10/2015 - Current

### 3D 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 to efficiently meet AAA client expectations
- 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

ArenaNet - 4/2014 – 4/2015

### Character Artist Intern

- Created Armor, and Hairstyles for Guild Wars 2 and it's first expansion: Guild Wars 2 - Heart of Thorns

Sword and Spirit Software - 10/2011 – 8/2016

### Freelance Character Artist

- Freelance work for an indie horror game where I'm in charge of making 3d characters from concept to high poly sculpts and game-ready models

Crivella West - 4/2011 - 9/2013

### Graphic/Web Designer

- Maintained website code and graphics, developed UI prototypes for company's flagship product

## Education

Scott Eaton Anatomy Course – April 2017-June 2017

Character Art Boot Camp - 5/2012 - 8/2012

An intensive 8 week character art course taught by industry professionals designed to strengthen 3d modeling and texturing skills

Art Institute of Pittsburgh - 8/2007- 8/2010

Game Art and Design Bachelors of Science

**Projects & Notable Awards**

Global Game Jam 2014

Portfolio Review 2010 - Best of Show Game Art and Design

National Scholastic Awards 2007 - Silver Key