

Alex Robles

2D/3D Artist/Animator

www.arxdesigns.com
arxdesigns@gmail.com
(714) 269-0088

Experience	<p><u>Co-Founder</u> <u>Engine Giant Entertainment, LLC</u> <u>2013 – Present (2 years)Anaheim, CA</u></p> <ul style="list-style-type: none">•2D&3D Artist/Animator: Modeled, textured, sculpted, animated, rigged, packaged virtual assets•Social Media Manager: Facebook, YouTube, Twitter, PlayStation Forums•Voice Actor: Sound Packs Necromancer, Undead, Wizard, Ghost, Adventurer, Assassin•Comic Book Writer & Artist: Creator, writer, illustrator of weekly Anti-Bully Manga•Audio/Video Editor: Recorded/Captured/ Edited VO and Advertisement Videos for virtual assets <p><u>Digital Content Creator; 2D/3D Artist; Maya Generalist</u> <u>Konami Digital Entertainment, Inc.</u> <u>September 2010 – July 2013 (2 years 11 months)El Segundo, CA</u></p> <ul style="list-style-type: none">• Created and converted several Konami related IPs approved by various affiliates such as: Kojima Productions' METAL GEAR SOLID, Silent Hill, Pro Evolution Soccer/Winning Eleven, Castlevania: Lords of Shadow, Frogger, Contra, Sunset Riders, Gadius, Castlevania (OS), Suikoden, Rumble Roses, Hard Corps. Uprising, etc. for PlayStation® Home.• Created hundreds of PlayStation® Home virtual goods from concept to completion with:• Photoshop, ZBrush, X-Normal, Maya, 3DS Max, XSI, and proprietary software. In charge of all character animation/rigging.• Directly responsible for pitching brand new IPs and their creation from beginning to end, including their object descriptions in the PlayStation® Home Store. <p><u>Maya CG Generalist/Storyboard Artist</u> <u>Whitney Digital</u> <u>[02/08 – 08/10] [12/14-1/15] [3/20/15-3/31/15] [8/15-11/15] [3/16-4/16] Burbank, CA</u></p> <ul style="list-style-type: none">• Created 2D assets for various shows.• Modeled, textured, lit, rigged, animated, composited and laid out entire scenes/shots for:• Seasons 2&3 of “Cities of the Underworld”, “The Sun”, “Snipers”, “Science of the Movies”, “What You Can’t See”, “Inside Extraordinary Humans”, and various other television shows/specials, legal and scientific graphics.• Contributed 3D content to Shane Acker’s “9” promotional assets• “Hunting Hitler” TV show. Model, composited, animated, FX, rigged various shots for documentary. <p><u>Freelance (Various)</u></p> <ul style="list-style-type: none">• Project “Heavensent” (Lucifer’s Fall) Character modeling, texturing, rigging, animation.• “Los Fantasticos” Commercial on Telemundo with 2D animation for Fairfield Nissan.• UI design/Character Concepts/Portraits and animation for Duel Chamber—5 Sigma Games• Gem TD, Windows Phone Game, creation of 8 directional Sprites• T-Shirt design for YouTube Dragon Ball Z Abridged’s Team Four Star• Tic Toc Games Zombie Animation (Maya)• DataWORKS kid posters (Adobe Illustrator)
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Skills	<ul style="list-style-type: none">• 2D/3D Animator, CG Artist/Generalist, Video Editor, Voice Actor, Writer• Collaborated with TV/game publisher/developer producers/directors to create digital content (Metal Gear Solid, Silent Hill, History Channel, Discovery Channel, Shane Acker's "9", etc.)• Pitching brand new IPs sold worldwide for Konami DEI on PlayStation® Store• Worked on multiple teams of Artists/Programmers and with High Profile Superiors• Participated in various AAA title video game meetings with staff/developers/overseas HQs• Trained Artists in new software/updates/techniques• Hands-on market research with Sales/Marketing team for virtual goods• Poster/Banner Ad/Logo creation• Problem solving and troubleshooting software/technical issues• Online Customer Service and Promotions• Customer Service via Freelance employer notes/critiques/changes
Software	<ul style="list-style-type: none">• Autodesk Maya • ZBrush • XNormal • Adobe Photoshop • Clip Studio Paint/Manga Studio• Adobe After Effects • Adobe Flash • Autodesk Mudbox• Adobe Audition • Microsoft Word • Microsoft Excel • Microsoft PowerPoint
Education	Bachelor of Science Degree in Media Arts and Animation