ALEX MONTAÑEZ

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OBJECTIVE

The creation of real, stylized, and imaginative characters, environments, and assets. To incorporate new and traditional methods in blending a story, scenario, or event using the tools that are available to me. To captivate the viewer or gamer.

EDUCATION

MFA in Visual Effects | Savannah College of Art and Design 2016–May 2020
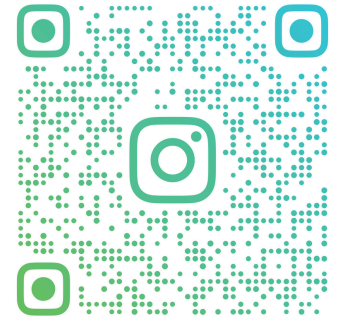**BFA Media Arts and Animation** | Art Institute of Virginia Beach 2012-2014
AAS in Visual Communications | ITT Technical Institute 2009-2011

Software

- Nuke
- Premier
- After Effects
- Photoshop
- Sketchbook
- Final Cut
- Unity
- Unreal
- Zbrush
- Houdini
- Maya
- 3Ds Max
- 3D Coat
- Mudbox
- Marmoset
- Substance Painter

Skills

- Digital Sculpting and Texturing
- Rigging
- 3D Animation
- Models and Miniatures
- 3D Printing
- Airbrushing
- Welding and Soldering
- Basic Mel and Python

CYBER_LONE_WOLF

EXPERIENCE

GTRI Full Time | Atlanta GA February 2020 – February 2023
Task: 3D Model 3D Texturing ● 3D Rigging 3DAnimations ● 3D Photogrammetry ● Unity Environment Design
AR/VR Asset Developments ● Motion Capture ● 3D Printing

- Created advanced 3D Assets, Environments, and Animations for multiple military projects that involved AR/VR.
- Assisted in creating 3D printed examples for Presentations/Demos. Created 3D demonstration for PowerPoint presentations for investors.
- Provide Past Military experience and insight on tactical project.
- Created 3D Rigs and Animation sets to be used in disaster scenarios and training simulations in VR for First Responders and Military personnel.
- Creating Digital-Ready Assets for use in VR/AR, the Project incorporated models from SolidWorks to be simplified for use in Unity, while retaining data that could be selected for fabrication.
  - Highlighted in September 2022 for Hispanic Heritage month at GTRI. [Link]
  - Nominate and became a finalist for 2021 GTRI Collaboration Award

SCAD Teacher Assistance | Atlanta GA 2019

- Assisted professors and students in exercises and lab experiments.
- Provided students with one-on-one tutoring and regular out-of-class aid.
- Creating Custom demos while following the guidelines within the course syllabus.

Siggraph Student Volunteer | Siggraph LA 2019

- Instructed visitors on how to use the HTC and Oculus Rift, while informing them about VR and its games developers.
- Correcting photogrammetry data in ZBrush to facilitate the 3D printing process of custom bobble heads at Siggraph.

ZBrush Workshop | SCAD Atlanta 2018

- Held workshops to assist students in learning and/polishing their ZBrush skills.

Generate | 24-hour VFX Challenge SCAD Atlanta 2017

- Created the creature design to be using in a VFX short,using ZBrushandSubstance Painter.

Collaborative Learning Center (CLC) - Extra Yard for Teacher | SCAD Atlanta 2017

- Assisted with Management, 3D presentation and lightingfor theCollaborationwith the Atlanta Football Host Committee.

Generate | 24-hour VFX Challenge SCAD Atlanta 2016 Task: Digital Sculpting/Modeling ● UV Mapping ● Texturing ● Lighting

Mayor Will Sessoms, Light Up Ceremony | Art Institute of Virginia Beach 2013 Task: Modeling ● Texturing ● Rigging ● Animations

Navy Steelworker | NMCB 74 2003-2011 Task: Welding ● Cutting ● Fabricating ● Blueprint reading ● Disaster recovery