

Alex Karpati

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Skills and Abilities:

- High & Low Poly Modeling
- Modeling Modular Assets
- UV Mapping
- Texturing
- Level Design / World Building
- Light Design
- Scrum Workflow Experience

Program Experience:

- Adobe After Effects
- Adobe Illustrator
- Adobe Photoshop
- Autodesk 3d Studio Max
- Autodesk Maya
- 3d Coat
- nDo
- Pixologic ZBrush
- SpeedTree
- Unity
- Unreal Development Kit
- xNormal

Work Experience:

- **THORS, LLC.** | Fairlawn, OH | Course Designer & 3D Animator
Fulltime: December 2012 - Present
 - Responsible for managing web content, site layout and basic html implementation
 - Designing graphic content for website
 - Modeling and animating 3D content for educational simulation videos
 - Project coordination with Developers and Content Writers
- **Schell Games** | Pittsburgh, PA | 3d Environment Artist
Internship: April 2012 – June 2012
Contact: June 2012 – December 2012
Project: Unannounced mobile game in Unity Engine
 - 2 month school-credit internship followed by contract hire after graduation
 - Followed the art style created by the concept artists for the unique look of the game
 - Sculpted and textured 3d modular environment assets optimized for mobile devices
 - Created Texture Kits to be used for multiple meshes

Education:

- **The Art Institute of Pittsburgh:** July 2009 – June 2012
Degree: Bachelor of Science
Major: Game Art and Design

Honors and Awards:

- Recipient of 2009 Imagine America Scholarship - \$1,000
- 2nd Place in Art Institute of Pittsburgh 2009 Scholarship Competition - \$10,000
- Honor Roll and Dean's List at Art Institute of Pittsburgh

Relevant Educational Project Experience:

- **Game Production Team:** January 2012 – June 2012
Environment Team Leader/World Builder/3D Artist/Light & Cinematic Artist
 - Led a 10 man team tasked with building the environment for a racing game in UDK
 - Managed schedules via an asset tracker and scrum workflow document
 - Weekly meetings with other teams to coordinate tasks and meet deadlines
 - Created and maintained an organized file hierarchy with naming conventions based on a guideline document I designed for my peers