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Alex Bobylev

Objective

Full-time Character Artist position

Skills

Traditional and Digital

- Modeling
- Texturing
- Concept Art (Character Design)
- Drawing and Painting

Software

- Maya
- 3D Studio Max
- Photoshop
- Zbrush
- After Effects

Education

- BFA in Animation and Visual Effects Jun 2008 – Aug 2011
Academy of Art - San Francisco, USA
- Diploma in Game Art and Design Feb 2006 – Feb 2007
Vancouver Institute of Media Arts (Van Arts) - Vancouver, Canada

Work Experience

- Contracted 3D Artist with DLA Apr 2004 – Jun 2005

*Created custom module content for Bioware's *Neverwinter Nights Digital Distribution program*.

*DLA – online group based in Toronto, Canada, currently a subsidiary of roXidy Games Inc.

Credits:

- *Pirates of Sword Coast*
- *Infinite Dungeons*
- *Wyvern Crown of Cormyr*

Work:

- Creature Designs and Models
- Ambient life for environments (including modeling, texturing and animating)

Other Experience

- **Shop Operations Manager** Mar 2005 – Jan 2006
Autolife Spare Parts – Dubai, United Arab Emirates
 - Managed team of 4 people
 - Communicated with international clientèle

Supervisor

Aug 2000 – Jun 2001

- *Co-operative* (convenience store) – Cambridge, England
 - Promoted to supervisor within 6 months of employment
 - Supervised teams of up to 6 people during various shifts

Interests

- Art
- Music
- Video Games

Awards

Academy of Art Spring Show of 2009: 1st place in Texturing

Reference

Available Upon Request