



## CONTACT

### Alex Engelmann

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## EXPERIENCE

- CURRENT** **Curse Inc: Video Team Manager & Motion Graphics Artist**  
I am responsible for the creative direction and execution of all motion graphics work for Curse's internal and YouTube Videos. I also lead a team of other artists to produce video content for YouTube. In addition to video production I work with my team to concept and write scripts for future videos.
- APR 2012** **Screenscape Studios: 3D & Motion Graphics Artist**  
I was responsible for the creation of the majority of 3D work for any project that comes in. In addition to being the 3D lead, I am also often tasked with art-directing and producing graphics for a wide variety of projects ranging from motion graphics to invisible vfx.
- AUG 2009** **CRASH+SUES: 3D & Motion Graphics Artist**  
I was responsible for overseeing and creating any of the 3D content that was needed for commercials or short films. I was also tasked with compositing and motion graphics work for smaller projects.
- MAY 2008** **Microsoft Turn 10 Studios: Environment Artist**  
I was responsible for creating 3D environment assets for Forza 3 Motorsport for the XBOX 360. I also wrote 3DS Max scripts and shaders that were used throughout the production pipeline.
- DEC 2007** **Bachelor of Fine Arts**  
University of Wisconsin - Stout  
University of Wisconsin - Fox Valley

## EDUCATION

## SKILLS

Autodesk Maya	Adobe Creative Suite	Python	Unreal Engine
Autodesk Mudbox	Pixologic Zbrush	C#	Unity3D
Autodesk Flame		HTML/JS	