

Alex Cortes

VFX Artist alexcortesdev2018@gmail.com 904-228-6319 cortesdev.com

SKILLS

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|------------------|-------------------|
| Particle Effects | UV Manipulation |
| Shaders | Modeling |
| Programming | VFX Tool Creation |
| Texturing | Source Control |
| Blueprints | Rigging |
| Pipeline Tools | |

TOOLS

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|--------------|------------------|
| Photoshop | Maya |
| Unity | Visual Studio |
| Unreal | Cascade |
| Niagara | Microsoft Office |
| Tortoise SVN | SourceTree |

EXPERIENCE

Dignitas Technologies, Technical Artist
Orlando, FL (July 2018 – Present)

- Created shaders and visual effects throughout multiple projects.
- Constructed pipeline tools to reduce implementation tasks from a couple days to a couple hours.

Cyber Dreams Studios, Technical Artist Intern
Orlando, FL (May 2018 – July 2018)

- Assembled and implemented various particles and shaders for *VR Battlegrounds*.

Game Dev Knights, President
Orlando, FL (May 2017 – May 2018)

- Organized UCF's Game Development Club of over 80 members.
- Collaborated with Treasurer to secure \$16,000 of funding to send 10 members to GDC 2018.
- Organized many different workshops for members throughout the year. Personally taught the Beginner Particle Effect Workshop.

PROJECTS

Celestial Harmony, Technical Artist, *Studio Synth, (August 2017 – December 2017)*

- Worked on a team of 11 creating a game that utilized a MIDI Piano as a controller in Unity.
- Constructed environmental and stylized visual effects for the game. Engineered a pipeline script that allowed faster implementation of paths for particles to follow for main levels.
- Winner of the *Indienomicon Indieversary Awards 2018* for "Best use of a Game Mechanic".

Reflector, VFX Artist, *Summer Reflector, (June 2018 – July 2018)*

- Collaborated on a team of 7 recreating a Unity project entirely in Unreal over the summer.
- Reconstructed particles using Cascade in Unreal with the intention of enhancing the overall effects from Unity to Unreal.

Tootin' Pooches, VFX Artist and Animator, *Lemonade Stand, (October 2017)*

- Developed in 48 hours and the Grand Prize winner at the *2018 Indie Galactic Space Jam*.
- Adapted for the Arduino sensor in association with Limbitless to allow physically disabled children to play with one arm.
- Winner of "Best Student Game" at the *2018 Serious Game Showcase and Challenge*.

EDUCATION

University of Central Florida – Digital Media Game Design B.A. *(August 2014 – May 2018)*