

Alex Cortes

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

SKILLS

Particle Effects	UV Manipulation
Shaders	Modeling
Programming	VFX Tool Creation
Texturing	Source Control
Blueprints	Rigging
Pipeline Tools	3D Animation

TOOLS

Photoshop	Maya
Unity	Visual Studio
Unreal	Cascade
Niagara	TortoiseSVN
Jira	SourceTree

EXPERIENCE

Not Suspicious LLC, Technical Artist
(July 2019 – Present)

- Works with the team on creating, and documenting pipelines and tools for projects.
- Collaborates with tech and art teams to establish best guidelines for optimized assets in VR

Dignitas Technologies, Technical Artist
(July 2018 – July 2019)

- 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
(May 2018 – July 2018)

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

PROJECTS

Tablecraft, Technical Artist, *Not Suspicious LLC*, (July 2019 - Present)

- Composed, integrated, and optimized particle effects and shaders for a mobile VR edutainment game about the Periodic Table.
- Rigged and animated assets in Maya. Constructed a pipeline for exporting and implementing animations from Maya to Unity.

Uniform Circle Spawner, Sole Developer, *Personal Project*, (November 2018 – December 2018)

- Created and published an asset that allows users to spawn assets in a variety of patterns and shapes, intended use is for particle compositions with additional functionality.
- Created demo assets for users to test with such as a Homing magic missile particle in Niagara for a better understanding of the tools use cases.

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

- 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”.

EDUCATION & EXTRA-CURRICULAR

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

Game Dev Knights – President (May 2017 – May 2018)