

# Alexander Tran

3D Environment Artist

Northridge, CA

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## Work Experience

3D Environment Artist - The Manor

The Goon Squad | San Fransisco, CA | September 2013 - December 2013

Modeled and textured multiple house hold objects and props, designed and blocked out interior scenes and provided critique of overall art direction.

2D/3D Artist - Tinertia

Candescent Games | Burbank, CA | July 2016 - September 2016

Designed, modeled and textured different 3D costumes/skins for characters. Designed and created different particle effects in Unity to match the overall theme of the costumes/skins.

## Education

Academy of Art University

Bachelor of Fine Arts

Game Design | September 2011 - December 2015

## Software

### 3D Packages

Auto Desk Maya

ZBrush

xNormal

Headus UV Layout

Crazy Bump

Unreal Development Kit

Unity

Unreal 4

### 2D Packages

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Quixel Suite

### Organization Software

Asana

Slack

SourceTree