



ALEX PARKER

DESIGN & ANIMATION

ALEX PARKER | Designer & Animator

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alexparkerdesign.com

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EDUCATION

AnimDojo [2/18-Present]

3D Animation training via Blue Zoo Studios

Bournemouth University [9/16-9/17]

M.A. 3D Computer Animation: Merit Graduate

Texas A&M University [8/12-6/16]

B.S. Visualization: Cumulative GPA: 3.73

INTERSHIPS

Disney College Program [2/15-8/15]

Cast Member in Tomorrowland, designing promotional and informational backstage media while writing and designing for the Tomorrowland Gazette magazine and leading a team as Lead Designer in Disney's Corporate Communications course.

AWARDS & HONORS

Featured Short for The Rookies Blog

Excellence Award for 3D Animated Short 'Hand Wash, Line Dry' in The Rookies

Vice Chancellor's International Scholarship at Bournemouth University

Outstanding Junior of the Visualization Department

Winning Design for Starbucks' 'Walk in the Park' Campaign

SOFTWARE & SKILLS

Autodesk Maya | V-Ray | Nuke | Adobe Photoshop | Adobe Illustrator | Adobe InDesign | Adobe After Effects | Adobe Premiere | Final Cut Pro | Python for Maya | Shotgun | Wrike | Perforce | German

EXPERIENCE

900lbs of Creative

• 2D/3D Designer // 3D Producer [4/18-Present]

- Launched and led a company-wide rebranding across all web, digital, and print media, facilitating communications with print vendors, web developers, and product designers
- Designing 2D and 3D graphics for use in multi-platform apps, real-time games and mixed-reality experiences
- Producing large-scale projects, coordinating departments across the 3D pipeline and facilitating client communication

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• Freelance Animator & Designer [8/17-Present]

- Designing and animating graphics for a wide range of clients / agencies
- Defining animation, design, and branding objectives for clients

National Centre for Computer Animation / Texas A&M

• Computer Animation/Visualization Course Representative [1/13-8/17]

- Facilitated strong technical communication between students and faculty within the NCCA and Visualization Department
- Composed action items for the improvement of course curriculums and technical resources
- Wrote and coordinated the administration of course feedback and implementation

LIVE Lab

• Art Director / 2D Artist [6/14-5/16]

- Defined visual styles and designed art assets for shipped educational multi-platform games 'Arté:Mecenas' and 'Feed the World'
- Established art style documentation for future artists, enabling consistent project scalability

PROJECTS

'Tout Sweets': 3D Render Series

• Designer [4/18-8/18]

- Designed an original print series of five 3D renderings
- Led distribution of the series, facilitating a showing in College Station, TX and coordinating various interviews over the series

'Hand Wash, Line Dry': Award Winning Animated Short

• Director/Responsible for all Aspects [5/17-8/17]

- Hand-crafted the short from pre-to-post production
- Defined a successful animation pipeline for use with limited resources
- Wrote and implemented documentation for consistency across naming conventions, file structure, render settings, and Nuke networks