

ALEX YAO

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OBJECTIVE

To collaborate on the creation of unique and exciting visuals for games and media.

EDUCATION

Bachelor of Science, Game Art and Design

Art Institute of Portland, The Portland, OR

2004 - 2007

SOFTWARE and SKILLS

Maya

- Skilled Animation
- Proficient in polygon modeling
- UV unwrapping
- Experience character rigging/setup

Adobe Photoshop

- Expert character and environment texture painting
- Photo manipulation
- Graphic Design

Adobe Flash

- Skilled Animation
- Graphic Design

ZBrush

- Experience displacement map sculpting

3D Studio Max

- Experience low poly modeling and UV unwrapping

EXPERIENCE

Art Direction/Animation/Game Design

Heroes of the Cold War, Student Project; Independent Game

2007 - Present

www.heroesofthecoldwar.com

- Created highly designed graphic style and applied themes to all facets of game
- Created many expressive stylistic characters and animations in Adobe Flash
- Worked closely with programmers to implement artwork into game

Character and Environment Artist

The Wastes, Half-Life Mod

2000 - 2003

thewastes.planethalflife.gamespy.com

- Modeled and textured several unique low poly characters and environment objects
- Worked with diverse team to establish themes, style and gameplay elements

Texture Artist

Static, Independent Game

2001

- Created textures for low poly characters and props to specifics of Art Director