



John Alves  
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## Skills:

### Digital

3D Studio Max  
Maya  
Photoshop  
Flash  
Dreamweaver  
Fireworks  
Correl Painter

### Traditional

Character Design  
Illustration  
Life Drawing  
Conceptual  
Content  
Digital Painting

## Education

Bachelor's Degree, Media Arts and Animation from  
the Art Institute of Seattle

- Made Deans List all three years while in school
- Earned a cumulative GPA of 3.8

Relevant Classes Included:

- Hard Surfaces and Organic Modeling
- Advanced Lighting
- Texturing for Games
- Game Modeling

## Work Experience:

### Martin Arts Incorporated Internship

Content Creation; 3D Modeling, Texturing, Conceptual work

Responsibilities Included;

- Conceptual work for approval
- Low poly prop modeling for implementation into the new Unreal Engine, including textures, normal maps, and specular maps.

### Martin Arts Incorporated Independent Art Contractor

Concept art and content creation for approval

Responsibilities Included;

- Concept art and production work for MMO content for *Production Road*. This included:
  - following design documents
  - working with an art lead
  - taking content from rough design to 3d model
- Concept and production work for World of Warcraft Figureprints Character Base including textures low poly modeling

World of Warcraft Figureprints Editor

Responsibilities Included;

- Training other editors
- Editing WoW assets to ensure proper printing

## **Independent Graphic Designer**

Primarily logo design

Clients Include;

Rose Lobster Co. Inc.

Responsibilities Included;

- Logo Concept and Development for print and other uses

**Suncoast Motion pictures & FYE: Transworld Entertainment Westlake Mall,**

## **Seattle Wa**

Sales Associate: Responsibilities included

-Cashier

-Customer Service

-Product Care and Support