

# Alexander Cowan

Environment Artist

alexmcowan@gmail.com

1-758-489-2558

www.acowan.com

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<b>Education</b>	Florida Interactive Entertainment Academy Orlando, FL MS Interactive Entertainment GPA (3.75)	(Graduated Dec 2010)
	University Of Central Florida Orlando, FL BA Internet & Interactive Systems GPA (3.86) Cum Laude	(Graduated Dec 2007)

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<b>Experience</b>	<b>Material Capture Artist</b> – Gametextures.com ▪ Captured a variety of foliage materials using my custom-built scanning rig and processed using Dabarti Capture and a Substance Designer pipeline.	(Jun 2017 - Present)
	<b>3D Generalist</b> - Polycount/Havok Mini Golf Contest ▪ Placed 3 <sup>rd</sup> in the contest and was featured in the Havok booth during GDC 2014. ▪ Created a mobile friendly underwater golf level using Havok's Project Anarchy game engine, using only vertex color texturing. ▪ Rigged and animated ambient level animations.	(Jan 2014 - Feb 2014)
	<b>Graphic/Web Artist</b> - Freelance ▪ Designed various print materials and websites for a number of clients. ▪ Coded wordpress themes that integrated new features in WP3.0 (Dynamic Menus, Custom Post Types, Taxonomies, Custom Headers etc...)	(Jan 2011 - Present)
	<b>Environment Artist</b> - Run Squire Run UDK Mod ▪ Designed, modeled and textured various assets including the final boss area. ▪ Maintained asset structure and wrote various scripts to speed up workflow.	(Aug 2010 - Jan 2011)
	<b>Environment Artist</b> - Eclipse ▪ Designed, modeled and textured various modular assets for use by the players. ▪ Resolved performance issues with environmental assets.	(Feb 2010 - Aug 2011)
	<b>3D Generalist</b> - Rapid Prototypes ▪ Created assets for five 2 week prototypes using various engines and methods. ▪ One of which is featured on the FIEA website (Dark Tower).	(Aug 2009 - Dec 2009)
	<b>3D Modeler</b> - UCF Media Convergence Lab ▪ Created various models for use in the "64-65 World's Fair" Virtual Heritage project.	(Aug 2007 - Mar 2008)

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<b>Skills</b>	Environment Modeling & Sculpting, Hard Surface Modeling, Texturing.
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<b>Software</b>	<b>Art Creation</b> Maya, Z-Brush, Substance Designer, Substance Painter, Photoshop.
	<b>Engines &amp; Pipeline</b> Unity 3D, UE4, Cryengine, Gamebryo, Perforce, Python, Mel.