


# Alexander Alza

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## Summary

I'm a Lead Environment Artist at Bethesda Game Studios working on undisclosed projects.

Games I've worked on include:

Call of Duty: Modern Warfare (PC, consoles)  
Destiny 2: The Forsaken (PC, consoles)  
God of War (PS4 2018)  
Alone in the Dark: Illumination - Summer 2016 Update (PC)  
Sword Coast Legends (PC, Mac, Linux, PS4, Xbox One)  
WWE2K (iOS / Android 2015)  
Cancelled AAA Unreal 3 title for PC and consoles.  
Skylanders SWAP Force (3DS 2013)  
Skylanders Giants (3DS 2012)  
Heroes of Ruin (3DS 2012)  
Call of Duty Black Ops (DS 2010)  
Call of Duty Modern Warfare Mobilized (DS 2009)  
Marvel Ultimate Alliance 2 (DS 2009)  
Call of Duty World at War (DS 2008)  
Star Wars The Force Unleashed (DS 2008)  
Hue Pixel Painter (DS 2008)  
Call of Duty 4 Modern Warfare (DS 2007)  
Cancelled AAA title for Nintendo Wii  
Agatha Christie Murder on the Orient Express (PC 2006)


My experience includes programs such as 3ds Max, Maya, Blender, Photoshop, ZBrush, Mudbox, Unreal, Unity, and proprietary engines, Quixel Suite, Substance Designer/Painter, xNormal, Marmoset Toolbag, World Machine, Instant Terra Pro, JIRA, Perforce, Smart and Tortoise SVN, HTML, MS Paint, and more!!

I love working on games! I'd like to think that I'm a talented and motivated person who knows the value of teamwork and puts forth effort beyond that which is required.

Thanks for checking out my LinkedIn profile and please see my online portfolio at <https://www.artstation.com/alexanderalza>

Specialties: Modeling, texturing, lighting, optimizing, level design, some animating and scripting. Problem solving.

## Experience

 **Lead Environment Artist**  
Bethesda Game Studios  
Jan 2019 - Present (1 year 6 months +)

Working on undisclosed goodies.



### Senior Environment Artist

High Moon Studios

Jun 2017 - Jan 2019 (1 year 8 months)

All things encompassing environment art throughout the entire production process. Worked with multiple game engines and software packages. Tutored other artists on new workflows.



### Senior Environment Artist

Santa Monica Studio

Jun 2016 - Jun 2017 (1 year 1 month)

I was tasked with modeling, UV/texturing, creating materials, and placing assets in levels. Some of my original work was based off of concept art and some from individual reference gather. I also did set dressing using previously existing assets. Most of my work consisted of taking grey box levels with no art in them and bringing them to final quality keeping a fine balance between industry-leading visuals and console budgets.



### Lead World Builder / Environment Artist

n-Space

Jan 2009 - Mar 2016 (7 years 3 months)

Responsible for managing my team while working closely with the art director and designers. I was also responsible for maintaining/optimizing levels, meeting with other leads, giving feedback on outsourced assets, problem solving, doing anything possible to ensure our deadlines are met.

When not doing my Lead duties you could find me, modeling, texturing, lighting, doing minor scripting and animating of props and levels all with a keen eye on finding the right balance between aesthetic beauty and performance.



### World Builder / Environment Artist

n-Space

Jul 2006 - Jan 2009 (2 years 7 months)

Responsible for single player and multiplayer level design, modeling, texturing, lighting, optimizing, doing some minor scripting and animating of props and levels.



### Asset/prop builder

Awe Productions

Mar 2006 - Jun 2006 (4 months)

Worked in correlation with the level designer to model and texture props that would be scattered around levels.

## Education



### The Art Institutes

BS, Game Art and Design

2003 - 2006

## Skills

Texturing • Modeling • Lighting • Level Design • Optimization • Art • 3D • Bilingual Communications • Creative Problem Solving • Team Leadership