

ALEX HOGAN
TECHNICAL ARTIST
alex@alexhogan.com

TECHNICAL SKILLS

Art/Content Packages Maya, 3d Studio Max, Z-Brush, MudBox, 3dCoat, Blender, Photoshop, Flash
Game Engines Unreal , Unity 3D, RNA, Alchemy, XNA, and a handful of proprietary engines
Languages C# and .NET, Visual Basic, ActionScript, Javascript, Lua, Mel, MaxScript, HTML, PHP, Python, SQL
Also, HLSL and FX shader writing

PROFESSIONAL EXPERIENCE

Technical Artist **October 2008 to present**

Monolith Productions / WB Games, Kirkland WA

- ◆ Research and prototype new content production techniques, tools, and shaders to support art direction and design needs
- ◆ Develop and support new tools and processes for our art team to keep up with the latest technology
- ◆ Train art team on new pipelines, write and maintain pipeline documentation
- ◆ Act as a bridge between team members in distant disciplines
- ◆ Communicate technical concepts to the art team and artistic needs to the engineering team.

Technical/FX Artist **October 2006 to October, 2008**

N-Space Inc., Orlando FL

- ◆ Create and animate assets for in-game use
- ◆ Create special effects for game and cinematics, using particle systems, rendering effects, and in-game scripting via LUA
- ◆ Help document and improve the game systems relating to special effects and rendering
- ◆ Help maintain artist toolset and DCC->Game pipeline (MaxScript, C#)
- ◆ Communicate technical concepts to the art team and artistic needs to the engineering team

Technical Artist **July 2004 to October 2006**

EA Tiburon, Orlando FL

- ◆ Develop solutions to various production problems in the CG pipelines
- ◆ Coordinate with appropriate EA studios to share, maintain, and update tools and technology
- ◆ Build character rigs; skins models to skeletons. build and maintain basic CG Dynamics systems
- ◆ Debug skeletons, models, shaders
- ◆ Communicate technical concepts between art and engineering
- ◆ Produce and integrate art assets where necessary

Character Modeling and Rigging Lab Instructor **October 2003 to July 2004**

Full Sail Real World Education, Orlando FL

- ◆ Taught students basic and advanced high-resolution character modeling and rigging.
- ◆ Instructed students in lab and occasionally presented lectured on class topics
- ◆ Researched advanced character modeling and rigging techniques for possible inclusion in our curriculum
- ◆ Designed MEL tools to reduce time spent doing long or repetitive tasks

Lead Artist **April 2003 to October 2003**

Creative Essence, Bradenton FL

- ◆ Working from general concepts given to me by our engineer, I designed our products' image, from concept art to fully-rendered pre-visualization
- ◆ Designed marketing multimedia presentations to help sell our products to clients & investors

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Technical Artist Intern**April 2002 to March 2003****Turbine Entertainment Software, Westwood MA**

- ◆ Helped create and maintain the art-to-engine pipeline for both games
- ◆ Setup characters with skeletons, weighting, and game data for use in game
- ◆ Processed art assets into engine-usable data
- ◆ Created tools in Maya's MEL language to reduce time spent on long, repetitive, difficult, or otherwise impossible tasks, complete with user interface if required
- ◆ Researched Normal-Mapping techniques and evaluated several software packages for integration into the art pipeline. Turbine's MMO games now have normal maps surfaces in most indoor scenes.

Character Modeling and Setup Internship**March 2002 to April 2002****Full Sail Real World Education, Orlando FL**

- ◆ Created intuitive character skeletons for 3d animation
- ◆ Researched creating windowed interfaces to control custom character attributes and rigs

TITLES

Unannounced 3rd person Action title for WB Games

360 / PS3 / PC, Developed by WB Games, Published by Warner Bros. Interactive Entertainment Inc.

F.E.A.R. 2: Project Origin

2009, 360 / PS3 / PC, Developed by Monolith Productions, Inc., Published by Warner Bros. Interactive Entertainment Inc.

Marvel Ultimate Alliance 2 : Power Fusion

2009, Wii, Developed by nSpace Inc., Published by Activision

Madden NFL Football 2007

2006, PS3, Developed by EA Tiburon, Published by Electronic Arts

NCAA College Football 2007

2006, 360, Developed by EA Tiburon, Published by Electronic Arts

NCAA College Football 2006

2005, PS2 / XBOX, Developed by EA Tiburon, Published by Electronic Arts

The Lord of the Rings Online: Shadows of Angmar

2007, PC, Developed by Turbine Inc., Published by Midway Games, Inc.

Asheron's Call 2 - Fallen Kings

2002, PC, Developed by Turbine Inc., Published by Microsoft

EDUCATION

Associate of Science in Computer Animation, Feb 2002

Full Sail Real World Education, Orlando FL

Awards/Honors

Valedictorian, Perfect Attendance

Awards in *Logo Animation and Character Creation, Design, and Setup*