ALEX W AUSTIN

2D | 3D Media Generalist

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630.664.3609

OBJECTIVE

2D/3D animator and motion graphic designer seeking to apply skills on a wide variety of different media projects. From modeling, rigging, texuting and animating, I can enter the a 3D production pipline where you need me, or I can be utilized for 2D motion graphics and video editing.

QUALIFICATIONS

Technical Skills

3D: Organic & Hard Surface Modeling / Texturing / Rigging / Animating
2D: Illustration/ Animation/ Motion Design
Video: Editing / Color Correction / Sound

Software

Adobe: Ae, Ps, Ai, An, Pr, Au & Substance Suite
3D: Maya, C4D, Blender, Zbrush
Other: Toon Boom Harmony, Clip Studo Paint
Platforms: OS X, Windows

EMPLOYMENT/ EXPERIENCE

Full-Time

Company:
Anixter Inc: January 2017-November 2019 (2D & 3D Animator and Designer)

Freelance

Clients:

MIESTER: Summer 2019-Present	(3D Generalist)
Meta: 2021-2022	Messenger apps & misc 3D animaton
Leviton: 2022	Video editor and motion graphics
Roblox: 2022	2 AD campaigns (lead animator)
Margle Media: 2021	Motion graphics
Dream Syndicate: Summer 2019	3D animation generalist
Chicago Field Museum: 2014 & 2017	Dinosaur reconstruction artist
Xpress Video Productions: 2016	Video compositor
Sarofsky Studios : January 2016	VFX
RADAR Studios: Fall 2014	Production assistant
Augenblick Animation: 2011	Animation assistant

Authored two animated shorts:
Athenaum (2015) 3D Maya animation, and *Theosaurology* (2009) 2D cel animated

EDUCATION

Savannah College of Art and Design
MFA 2015, Animation

Columbia College Chicago
Continued Education 2010-11, Animation

Rhode Island School of Design
BFA 2009, Film/Animation/Video