

# Alex Runnels

## Environment Artist

### Contact

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### Skills

3D Modeling

UV Unwrapping

Texturing

PBR Material Workflow

Level Design/Set Design

Lighting

Photography

Unreal Blueprinting

Agile Methodology

### Software

Maya 2019

Blender 2.8

Unreal Engine 4

Substance Painter

Substance Designer

Adobe Photoshop

Adobe Illustrator

Adobe Lightroom

Adobe Acrobat DC

Microsoft Office 365

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## Projects

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### Retention

*Collaborative Project, Lead Environment Artist*

Using the Agile workflow system, managed a team of 8 artists while collaborating with the lead programmer and the product owner to produce and launch an original IP game.

### Gnomeward Bound

*Collaborative Project, Level Designer/Set Dresser*

Ideated a playable prototype level on a team of 6 artists over the course of 10 weeks. Created level layouts on paper and in-engine, and managed delivery deadlines.

### Witch Cabin

*Solo Project, Environment Design*

After researching references; modeled, UV-unwrapped, and textures modular assets used for creating the environment.

## Work Experience

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### iD Tech

*Instructor, June - July 2019*

Taught foundational Game Design classes of 3-9 students aged 13-17. Communicated curriculum and activity ideas to instructors and the camp director.

### Savannah College of Art and Design (SCAD)

*Resident Assistant, Mar. 2018 - June 2019*

Responsible for 38 residents, organized and facilitated programs, and collaborated with a team of fellow resident assistants.

### Mountain Retreat and Learning Center

*Cabin Counselor, June - July 2017*

Watched over 2 cabins of children aged 8-14 over the course of 5 weeks and facilitated workshops and group camp activities.

## Education

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### Savannah College of Art and Design (SCAD)

*June 2020*

Interactive Design/Game Development, B.F.A.