

ALEXANDER R. SCHWARTZ

gtproductions.net

36 S Huntington Ave Apt 11 • Jamaica Plain, MA 02130 • alex@gtproductions.net

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE

Bachelor of Science in Interactive Media and Game Design (IMGD)

Grade Point Average: 3.76 , Dean's List

Focus in both artistic and technical game development, scripting, group projects

WORCESTER, MA
GRADUATION MAY 2009

DEVELOPMENT PROFICIENCY

PLATFORMS

- Game dev experience:
 - Xbox360
 - iPhone
 - OSX
 - PC
 - Web
- Mac, Windows, *nix user

LANGUAGES

UnityScript / JavaScript
MaxScript
MEL Script
Python
C#
Lua
HTML
PHP

DCC APPS

Maya
3dsMax
Photoshop
Illustrator
Cinema 4D
SolidWorks
Final Cut Studio

TECHNOLOGIES

Unity 3D Engine
Unity iPhone
Trinigy Vision Engine
C4 Engine
UT2004 / UnrealEd
Source / Hammer
NwN Toolset
Battlefield 2 Editor
SVN

PROFESSIONAL EXPERIENCE

SEVEN45 STUDIOS, *Technical Artist*

- Designed and developed 3d art pipeline for use with console engine
- Responsible for facial lipsync software choices and implementations
- Developed automated lightmap scripts using Python and Maxscript
- Developed and maintained 3dsmax artist tools, scripts, macros, etc.

BOSTON, MA
2009 TO PRESENT

EBAY RESEARCH LABS, *iPhone Developer – Memory Dash*

- Designed a multiplayer iPhone game as part of a 4-person team
- Developed game using the Unity 3d game engine with Unity iPhone
- Acted as 2d and 3d artist, technical artist and group spokesperson

SAN JOSE, CA
WINTER 2009

SOLIDWORKS CORP, *Interactive Designer*

- Worked with both UI and Graphics departments on beta releases
- Utilized Adobe CS4 to create splash screens, UI mockups, and logos
- Created web app with 3d building floor plan and searchable offices

CONCORD, MA
SUMMER 2008 TO 2009

RENDER FARM MANAGER, *WPI*

- Implemented a 20-core compute cluster for 3d renders using Qube!
- Managed Linux farm and documented Qube!-to-Maya integration

WORCESTER, MA
SPRING 2008 TO 2009

TEACHING ASSISTANT, *WPI IMGD Course Assistant*

- Assistant for 3d Animation course and Unreal Engine modding course
- Developed tutorials and fielded student questions

WORCESTER, MA
FALL TO SPRING 2008

WPI HELPDESK, *Support Agent*

- Administered support to students and faculty with computer issues

WORCESTER, MA
FALL 2005 TO FALL 2008

ID TECH CAMPS, *Game Modding Instructor*

- Taught ages 13-17 game modding and level design in Battlefield 2

FAIRFIELD, CT
SUMMER 2007

PERSONAL PROJECTS

SPRINGFLING • *springflinggame.com*

- Created solo iPhone game – Touch-based vertical platformer on the App Store
- Developer, designer, artist, marketing, website creation
- Code written in C# and Javascript using Unity iPhone
- Kept development diary/blog at gtjuggler.blogspot.com

2009

- IGOTBAND** • *gtproductions.net/games* SPRING 2009
- Technical artist, MEL scripter, 3d modeler and animator for improvisational music game
 - Created MEL script to automate isometric sprite creation from Maya for direct Flash import
- CURSE OF MUNCHY ISLAND** • *gtproductions.net/games* WINTER 2009
- Co-designer, character artist/animator and 3d modeler for time management/survival game
 - Created for 38 Studios Mass Game Challenge, uses Unity engine
- MINIBOWL** • *gtproductions.net/games* SPRING 2009
- UI designer, technical artist, 3d artist, and Unity instructor for 5 person team
 - A mix of minigolf and bowling that used a flick interface for throwing
 - Unique ‘shrinking ball after every throw’ mechanic added spark to two classic genres
- CELESTIAL SPHERE** • *celestialspheregame.com* FALL 2007
- Level designer and artist for an independent puzzle/platformer game
 - Collaborated as part of a 3-person team – submitted to IGF student competition
- WPIMAP** • *wpimap.com* 2006 TO 2008
- Lead developer and 3d artist for 2-person total conversion mod in UT2004
 - Designed, engineered, and implemented a 3d representation of WPI’s campus
 - WPImap chosen as winner of IMGD’s Best IQP Award
- PUZZLEOPS** • *gtproductions.net/games* 2008
- Created an experimental word puzzle game in the Unity engine in two weeks
 - Completed for master seminar on experimental game design taught by Dejobaan Games
- MONKEY’S LEFT EYE** • *gtproductions.net/games* WINTER 2007
- Acted as 3d artist for a video game created in the C4 engine with a 5-person team
 - Worked on level design, sound, website, and character creation pipeline
- ART GAME WITHOUT ART** • *gtproductions.net/games* 2008
- Text adventure game created in 12 hours for an ASCII ONLY game jam
 - Dungeon style adventure that pokes fun at traditional text games
- MACHINIMA ‘WAKING’** • *gtproductions.net/video* SPRING 2007
- Video editor and assistant director for a 4-part machinima entitled Waking
 - Virtual recording sessions in game engines (HL 2, Halo, Second Life, UT2004)
 - Mprem.com featured machinima of the month
- HALOGT** • *halogt.com* 2002 TO 2007
- Owner of fansite, blog, and machinima video site for Halo 1, 2 and 3
 - Hosted and featured multiple community mods for Halo 1 Xbox
 - Created multiple original Halo 1 level/weapon mods released to the community

RECENT HIGHLIGHTS

FEATURED APPLE STORE SPEAKER – BOYLSTON ST , DECEMBER 2009

- Gave a featured talk on game development for the iPhone platform using Unity iPhone

UNITY ENGINE CONSULTANT

- Offered freelance consultancy to individuals and studios interested in diving into Unity

BOSTON AREA GAME DEVELOPMENT COMMUNITY MEMBER

- Frequent attendee of Boston Postmortem, Boston Indies, and other Meetups

IMGD DEPARTMENT STUDENT REP – 2008 TO 2009

- Student representative for WPI interactive media and game development major
- Attended department steering meetings, voiced student opinions, represented game dev club

FEATURED IMGD STUDENT – 2008

- Chosen as the featured IMGD student and contacted by newspaper
- Appeared in the Worcester Telegram and Gazette highlighting game dev work

WPI GAME DEVELOPMENT CLUB – 2005 TO 2008

- Vice president of GDC, elected in Spring 2008
- Acted as development team leader in 2007 for a student group

REFERENCES

AVAILABLE UPON REQUEST