

# ALEXANDER

the **visual artist**

*I'm currently seeking employment as a 2D Rigging Artist, using Toon Boom's Harmony, with potential for growth into a lead or supervisor position. I take pride in clean and organized node networks, for efficiency of workflow. I'm constantly learning and improving my process, to provide animators with quality characters that are simple to use and flexible for posing. I can work remotely and/or in studio within the Ottawa region.*

2017-  
PRESENT



**Rigging Artist at Big jump Entertainment**

Broke down characters in Photoshop to be rigged in Harmony

Rigged characters to client specifications

Organized node networks for efficiency

2012-  
PRESENT



**Graphic Designer:** Logos, Posters, Packaging

**Digital Artist:** Concept Art, Game Art, UI

**Videographer:** Cinematography, Editing, DVD Styler

**Commissioned Artist:** Custom Portraits, Paintings

2019-  
2020



**Rigging Artist at PIP Animation**

Rigged characters for feature film using Harmony 17

Organized node networks for efficiency

Created Master Controller for lead character

2016-  
2020



**Master Artists for Yaymaker Ottawa**

4.5/5 rating with 300+ events

I offer a fun and creative atmosphere to help people relax as they discover their inner artist. Guests appreciate my advice because of how patient, kind, and honest I am.

2011



**3D Artist**

Games: World Gone Sour, Sideway

Environment Modeling, Texture, Asset Animation

2010



**Paint Effects Artist**

Credited Films: Avatar, Clash of the Titans

Paint Effects, Rotoscoping, Compositing

2009



**Visual Effects Artist**

Credited Film: Dragonball Evolution

Pre-visualization, Particle Effects

2005-  
2008



**Digital Multimedia Technology &**

**3D Computer Graphics**

Video Production, Graphic & Web Design, 3D CG

Modeling, Texturing, Lighting & Rendering, Animation