

Alexander Gnielka Woody

alexgwoody@gmail.com
nuclearbunnies.com
310-953-5613

Experience

Q-neuro, Game Designer, 3D Artist (Irvine, CA) 2015 - 2020

- Created design documents for educational games, including concept art, animations, and character rigs
- Created prototype medical devices and probes using 3D software and 3D printing technology
- Primary consultant for customer-driven GUI and intuitive game flow
- Collaborated with neuroscientists and educational consultants for medical compliance and with educational standards in a team environment
- Game design intern at Q-neuro while attending Chapman University (2014 - 2015)

The Copy Shop, Part-Time Graphic Designer (Manhattan Beach, CA) 2010 - 2011

- Designed logos for brochures and business cards
- Responsible for customer service in a small business setting, customized customer requests
- Binding, cutting, laminating and packaging of printed material in a team-oriented environment

Woody Associates Inc., Graphic Designer (York, PA) June 2010 - July 2010

- Designed targeted brochure for new style chocolate decorating machine through collaboration with multiple departments
- Assisted in machining and manufacturing processes
- Hands-on experience with aluminum and stainless steel material finishing processes

Skills/Software

- Maya
- 3ds Max
- Zbrush
- Mudbox
- Substance Painter
- Strong drawing skills with solid understanding of physics in traditional animation
- Experienced with 3D printers and setting up 3D print files
- Photoshop
- Illustrator
- After Effects
- Animate (Flash)
- Unity
- Pro Tools
- QuarkXpress
- Toon Boom
- Particle Illusion
- Matchmover
- Meshmixer

Projects

The following tasks were completed during my time as a freelancer:

- Character supervisor/modeler for 3D/live action **CocaCola®Chapman University Commercial**
- Originator, director, writer and creator of CG narrative short film **Reality Check**
- Prop modeler for the IEEE SIGGRAPH Award winning independent game **The Foglands**
- On Set VFX supervisor for the independent live action short film **The Lost Captain**
- CG character modeler and texture artist for 3D short film **HUM**
- CG character modeler for independent 3D/live action short film **Mr. Bananas**
- Set designer and prop modeler for Cecil Award nominated independent film **The Mad Clock Maker**
- 2D visual effects animator for the independent live action film **Shoelace**

Additional work samples can be found at nuclearbunnies.com and sketchfab.com/nuclearbunnies

Education

Chapman University Dodge College of Film and Media Arts (Orange, CA) 2011 - 2015

- Major: Digital Arts BFA
- Multi-disciplinary cluster: Game Development

Animation Design Center (Redondo Beach, CA) 2006 - 2008

- Course completion in character design, illustration, rendering, prop design, layout, 2D animation
- Course completion in Photoshop, Illustrator, Flash

Additional

- Bilingual in English and German, dual citizen, lived in Germany from 1998 to 2005, well traveled
- Excellent mechanical aptitude and shop skills (automotive, boating, general machinery and home repair)