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JORDAN ALEXANDER - ANIMATOR - VIDEO EDITOR - 3D MODELER

ACCOMPLISHMENTS During my time at university, I got to work on various projects for different amounts of motion graphics and animation work, I also got to work in the VFX department of a film doing rotoscope, the film was called 'Kill Command'.

After university, I was given the chance to go to America and teach children aged 7-17 how to design, animate and create flash games. I learned a lot myself, and had a fantastic time doing it.

Recently, I have been leading various projects involving Green screen, filming, editing and mixing live and virtual environments together.

Also using Blackmagic Studio to live key and film.

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- SKILLS & ABILITIES**
- Knowledge of Adobe Collection, including After Effects, Premiere Pro and Photoshop.
 - Able to use 3DS Max to animate, render and model in. Also, use with Maya to create models and render.

PROFESSIONAL EXPERIENCE SFX ARTIST, EDITOR AND ANIMATOR, BOX BEAR LTD - UK

January 2018 - Present

At Box Bear, I help run the video editing and green screen production of the company. I work closely with all parts of the company, creating assets and editing videos.

Within this role, I have learnt to use various software, such as 3DS Max Interactive to create VR Environments and using the Blackmagic Studio to live key and composite live footage.

TRAINEE GRAPHICS DESIGNER, PMN GROUP - UK

October 2017 - January 2018

Trainee Graphics Designer, being refreshed in Illustrator and InDesign in advanced details. Whilst being the main Video Editor on site and 3D Animator.

Creating 3D Models.

GRAPHICS DESIGNER, RED MONKEY COLLECTIVE - UK

September 2017 - October 2017

Internship creating graphic designs for any part of the day to day process.

Proposal documents and pitch decks.

Working closely with Esports.

MOTION GRAPHICS INTERN, FIT LONDONERS - UK

May 2017 - September 2017

Weekly creating new and different Motion Graphics for a variety of clients.

Convert scripts into engaging visuals that attract our target market.

Creating motion graphic adverts.

INHOUSE ARTIST/SOCIAL MEDIA MANAGER, VIBES STEEL BAND - UK

September 2016 - Present

Band/teaching organization that I co-founded.

Within in this group I perform and cover the social media side of the group, whilst also dealing with creating the logos, designs, video promotions and website.

www.vibessteelband.com

GAMES TESTER, VMC - UK

October 2016 - December 2016

Testing new games, updates and DLCs for current games on Xbox One. Checking for bugs, crashes and anything that could cause the game to not be released.

HEAD GAMES DESIGNER/ANIMATION TUTOR, FRENCH WOODS FESTIVAL OF PERFORMING ARTS - USA

June 2016 - August 2016

At French Woods, I am the Head of Game Design. In which I teach classes all summer long, in America. In these classes I teach kids how to use a program called Stencyl, in which you can make Flash games that can go on to the app store. I also teach the children how to use Photoshop so they can create small 2D animations for their characters and background/tile sets for the game.

3D ANIMATOR, ENIGMATIC STUDIOS - UK

March 2016 - April 2017

AD-Hoc animation work for a games company. Doing various character animation for different types of models.

ROTOSCOPE, PEW36 - UK

March 2016 - March 2016

A Months work doing various rotoscope animation for a client, for use within in their own company on websites.

ROTOSCOPE, BANDITO VFX - UK

January 2015 - March 2015

Rotoscoping live action footage of the various characters for the film 'Kill Command'.

EDUCATION **SOUTHAMPTON SOLENT - SOUTHAMPTON - BA (HONS) ANIMATION**

Studied animation for three years, studying various types of animation styles, including 2D classic cell animation, 3D animation and stop motion animation. I finished university with a 2:1 BA in Animation.

AMERSHAM & WYCOMBE COLLEGE - AMERSHAM - E-MEDIA

Edexcel BTEC Level 3 - Extended Diploma; E-Media Triple Grade Distinction, Distinction, Merit

Edexcel BTEC Level 3 - Extended Certificate; In Music Technology with Grade Pass

Two years learning the basics of media and 3D software such as 3DS MAX and the Adobe collection.

1 term learning and using UDK to create a 3D game.
