

ALEXANDER LASHKO

OBJECTIVE

To obtain a challenging position as a 3D Character Artist.

WORK EXPERIENCE

Gameloft/Redsteam Shanghai, China March 2010 – Present
3D Character Artist: high resolution modeling, texturing, lighting of various characters and weapons.

Makatto.com Sayreville, New Jersey Nov 2008 – Feb 2010
3D Artist: responsible for modeling, texturing, lighting and integration of CG elements in given environments.

Activision/Treyarch Santa Monica, California Nov 2007 – Sept 2008
Shipped AAA title “James Bond: Quantum of Solace.”
3D Artist: responsible for modeling, UV layout and texturing a variety of environment props for next-gen consoles.

EDUCATION

Full Sail Real World Education Winter Park, Florida October 2007
Bachelor of Science Degree in Computer Animation
Awards: Perfect Attendance

Camden County College Blackwood, New Jersey June 2005
Associate Degree in Business Administration
Awards: On Dean’s List for maintaining GPA 3.0 and above

SKILLS

Software: Maya, Z Brush, Photoshop, Adobe After Effects, Shake, Final Cut Pro, Unreal Editor, Perforce. Basic knowledge of 3ds Max and Mudbox.

Technical: High/Low resolution modeling and texturing. Comprehension of human anatomy and proper edge flow.

Personal: Positive attitude, ability to meet deadlines, team player.

AWARDS & RECONGNITION

“Stifled Smile” featured in *Expose 7* by Ballistic Publishing (2009) p.39

“Cossack” featured in *d’artiste Character Modeling 3* by Ballistic Publishing (2009) p.197

3D Total.com Excellence Award

Published in 3D Artist Magazine for writing tutorial on “Stifled Smile” (2010) Issue 11