

# ALEXANDER LASHKO

## OBJECTIVE

To obtain a challenging position as a 3D Artist

## WORK EXPERIENCE

*Makatto.com* Sayreville, New Jersey June 2009 – Dec 2009  
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.

*CompuCom Systems* Paulsboro, New Jersey July 2005 – Jan 2006  
Parts Distributor: in charge of ordering and distributing computer part. Took initiative in organizing the department.

## 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. 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.

*Languages:* English, Russian, Ukrainian

## 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