# S. Alex Marrero

# Game Art and Animation

### **EDUCATION**

# **University of Advancing Technology**

### Game Art and Animation

- Designed a board game to gain hands-on experience and insight into game development processes, from concept to final product.
- Actively participating in art jams, creating unique artworks based on specific themes to enhance creative flexibility and challenge artistic skills.
- Reinforcing foundational Maya skills through focused practice to improve 3D modeling techniques and overall proficiency.
- Engaging with peers outside of regular classes to collaborate on projects, share knowledge, and deepen understanding of game art and animation in real-world contexts.

### **VOLUNTEERING ACTIVITIES AND EXTRACURRICULARS**

## **Country Club Short Film**

# Background Acting and Visual Storytelling

- Participated as a background character in a short film, portraying a student on campus, which provided valuable insight into the importance of acting as a subtle element in storytelling.
- Gained hands-on experience in camera composition and learned techniques for manipulating audience perception, enhancing the overall visual narrative and scene composition.

# **PROJECTS**

# **The Provost Challenge**

- Collaborated with a team to develop a game featuring Max, the unofficial mascot, bringing his mysterious backstory to life.
- Designed engaging gameplay and narrative elements to explore Max's origins and unique connection to the university's community.

### **Collaborative Animation Project**

- Worked with a group of 4 students to create a 5-minute animation for the final exam at EVIT, presenting it to the entire class.
- Coordinated and contributed to storyboarding, character design, and animation to deliver a cohesive and engaging final project.

### CONTACT

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### **SKILLS**

#### Technical Skill:

- Rigging
- Modeling
- Texturing
- Animation
- · Skin Weights

### Industry Knowledge:

- · Animation Pipeline
- Topology Optimization
- · Animation Fundamentals

### Tools and Software:

- Maya
- ZBrush
- · Blender
- · 3Ds Max
- · Substance Painter

### **OTHER EDUCATION**

East Valley Institute of Technology (EVIT) Digital Animation Mesa, AZ

Awards:FIlm Festival Gold Winner Modeling Award

### **OTHER**

- · Certified Adobe Professional
- · Bilingual Spanish