**ALAN MITCHELL**

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  Professional Summary

Seeking a position with an innovative company to use skills to create elegant solutions to complex problems. Seeking to grow professionally in chosen field and provide unwavering artistic value to every project.

  Skills

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| * Progress Monitoring
* Critical Thinking
* 3D Animation
* 3D Modeling
* Lighting Techniques
* Adobe Creative Suite
 | * 3D Studio Max
* Unreal Engine
* Unity
* Substance Painter
* Substance Designer
* Auto Desk Maya
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  Work History

3D Animator, 07/2021 to 05/2022

Technical Training Professionals – Phoenix, AZ

* Worked with other animators and engineers to execute projects in a timely manner.
* Conceptualized compelling 3D animations, visual effects and motion graphics for engineer technical training.
* Followed design guidelines, asset naming conventions and other technical constraints to produce results compliant with industry standards.
* Resolved technical issues relating to rendering, streaming, and memory management and supported comprehensive troubleshooting.
* Worked closely with subject matter experts to produce final animations for Learning Management System (LMS) website (proprietary)
* Built upon expertise with motion graphics and after effects to create high end visual experiences for next- generation training materials.
* Set and maintained high standards of quality for multiple projects.
* Combined technical and artistic abilities to accomplish challenging animation objectives.
* Developed storyboards outlining animation plans.
* Worked alongside writers and subject matter experts to create unique designs to translate artistic vision into visual medium.

Environment Artist, 09/2021 to Current

Manna Entertainment – Orlando, FL

* Prioritized tasks and carefully managed time to consistently meet delivery dates.
* Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.
* Conducted regular design reviews throughout game development process.
* Communicated with programming and production teams to design innovative game elements and optimize quality for better player experiences.
* Used professional design tools to create characters, levels, layouts and unique elements.
* Balanced and adjusted gameplay experiences to increase critical and commercial success of product.
* Established documents outlining concept, art, deliverable specifications, game flow charts and overall content to help keep projects moving and teams working together cohesively.
* Quickly learned new skills and applied them to daily tasks, improving efficiency and productivity.
* Carried out day-day-day duties accurately and efficiently.
* Demonstrated respect, friendliness and willingness to help wherever needed.
* Maintained energy and enthusiasm in fast-paced environment.
* Proved successful working within tight deadlines and fast-paced atmosphere.
* Used critical thinking to break down problems, evaluate solutions and make decisions.
* Developed and maintained courteous and effective working relationships.
* Released Pebble Pirates on Google Play store in Nov 2021.

Driving Car Operator/Technician, 08/2017 to 07/2021

Adecco, TransDev, Waymo – Chandler, AZ

* Recognize then evaluate software and hardware issues efficiently
* Continually improving communication skills for a more efficient pipeline back to programmers and developers
* Immediately respond and adjust operating procedures for quickly evolving software and hardware
* Thorough systems knowledge of Waymo Self-Driving Vehicle
* Operate effectively in fast-paced, high-stress environment
* Carried out day-day-day duties accurately and efficiently.
* Demonstrated respect, friendliness and willingness to help wherever needed.

Document Processor, 03/2017 to 07/2017

JP Morgan Chase Bank – Phoenix, AZ

* Identify and quickly handle important confidential documents and funds
* Diligently work to meet needs of assigned tasks

Substitute Teacher, 09/2015 to 05/2017

Reid Traditional Schools – Phoenix, AZ

* Followed classroom plans left by class teacher to continue student education and reinforce core concepts.
* Upheld classroom routines to support student environments and maintain consistent schedules.
* Repeatedly requested as substitute teacher by teachers based on excellent past referrals and trusted performance.
* Kept students on-task with proactive behavior modification and positive reinforcement strategies.
* Took over class for regular classroom teacher, managing assignments, student needs and recordkeeping.
* Took notes and prepared reports on school day activities to provide to primary teacher.
* Kept accurate and current attendance records and assignment sheets to maintain file compliance.
* Organized and cleaned teaching areas after daily use to maintain high standards for returning teachers or other substitutes.
* Provided instruction for students in core subject areas.
* Helped students develop life-long learning skills and good study habits.

Guest Teacher, 11/2009 to 05/2017

Pendergast Elementary School District – Phoenix, AZ

* Implemented lesson plans
* Assigned and evaluated student work
* Regularly and effectively updated both teacher and school administration regarding day's activities
* Multitasking to provide both individual and group instruction successfully
* Quickly evaluated and resolved any behavioral issues.

Environment Artist, 12/2013 to 08/2016

Molotov Games – Phoenix, AZ

* 3D modeling and low poly optimization
* Texturing wide variety of assets
* Working alongside programmers and to maintain a consistent visual experience for the end user
* Creating all logos and designs for user interface
* Maintaining organization and naming conventions for complex work flows

Data Analyst, 02/2015 to 08/2015

Rose International – Aetna Phoenix, AZ

* Analyzed and organized complex and varied data effectively
* Worked collaboratively in team-based environment with other analysts.

Starbucks Barista, 08/2014 to 02/2015

Fry's Food and Drug – Sun City West, AZ

* Anticipated customer needs to provide customer with an exceptional experience
* Maintained store equipment and cleanliness

  Education

Bachelor of Arts: Video Game Art and Design, 2009

Art Institute of Phoenix - Phoenix, AZ

Learned to integrate various styles of art and design in various mediums to provide a high-quality product.