

Alex S. Hochstetler, LEED AP

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Profile: I am a highly skilled 2D and 3D designer with the ability to envision and execute a wide array of projects, from user interfaces to game environments. Each project is designed with a narrative in mind to help it reflect the client and their goals. I always treat each project as a work of art.

Skills:

- Graphic design using Illustrator, Photoshop, and InDesign.
- 2D animation using After Effects, Premiere, and Photoshop.
- 3D animation using Maya, After Effects, Premiere, and Final Cut Pro.
- 3D modeling, texturing, lighting, and rigging using Maya, ZBrush, and Unity 3.
- Programming experience in Java, Unity, and Visual Basic
- Strong organizational and communication skills, both written and verbal.
- Aptitude for quickly learning and applying new skills.
- LEED Certified in New Construction.

Education: **The Illinois Institute of Art - Chicago, Chicago, IL, USA**
Bachelor of Fine Arts in Game Art and Design, June 2011

- GPA 3.9/4.0
- Summer session 2010, winter & spring sessions 2011 President's Honor Roll
- Fall 2010 Student of the Quarter Scholarship recipient
- Featured in the 2010 & 2011 Fashion And Media Extravaganza (FAME) show

Miami University, Oxford, OH, USA
Bachelor of Arts in Architecture, May 2008

- Oxford Scholar (2004-2006)
- Member of the American Institute of Architecture Students (2004-2005)

Experience: **Genius Circuit LLC, Chicago, IL, USA**
Art Director, August 2011 - Present

- Lead designer for numerous interactive ebook projects for iOS. Primary responsibilities have included interaction design, art direction, character and environment concept art, storyboarding, illustration, 2D animation, video composition and editing, sound design, page layouts, and UI/UX design.
- As art director, primary responsibilities have included generation of image requirement documents, managing freelance teams in the development and production of creative deliverables, QA testing, branding, and marketing.

Slightly Off Productions LLC, Elgin, IL, USA
Art Director, October 2012 – July 2015

- Lead animator on nine projects for the *Against the Grain* animated comic series app. Responsibilities included storyboarding, illustrating, coordinating and directing the 2D and 3D artists, environment modeling, 2D animation, 3D animation, special FX, video composition and editing, and sound design.
- As art director for the *Against the Grain* comic book series and app, primary responsibilities included managing freelance teams in the development and production of creative deliverables, both for production and marketing, QA testing, and the design and launch of marketing campaigns.
- Provided graphic design services including logo design, marketing collateral, and app UI/UX design for both iPad and iPhone.

Hult International Business School, London, England
Graphic Designer, March 2014

- Created branding, graphics, and PowerPoint presentation for the Tel Aviv University MBA team presenting at the International Hult Prize Competition



Charge App, Montreal, QC, Canada

Graphic and Product Designer, October 2012 – March 2013

- Helped to brand a young start-up company by designing company logos and business cards.
- Worked directly with the engineering team to first create concepts for and then 3D models of their product prototypes.

Café Pasiflora, Herzliya, Israel

Graphic Designer, September 2012

- Provided company rebranding by designing a new logo, new menus, and new loyalty punch cards.

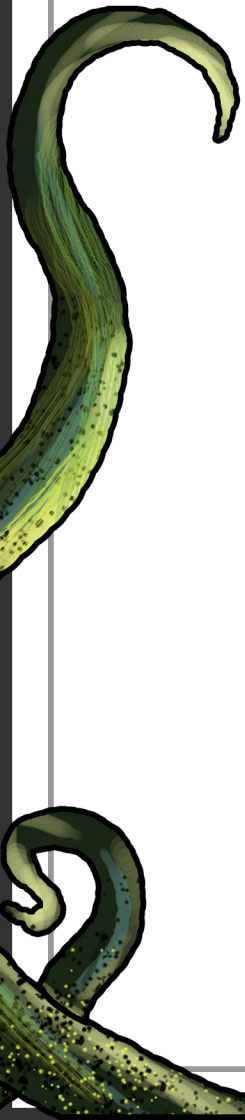
Chicago Architecture Foundation, Chicago, IL, USA

Researcher & Freelance Artist, June 2011 – March 2012

- Animator for the *Loop Value: The How Much Does It Cost? Shop* exhibit. Responsibilities included research, modeling, texturing, animating, compositing, and sound design.
- Researched props and artifacts to be included in the above exhibit, and contacted numerous companies and organizations to obtain them. All my progress and contacts were tracked on a spreadsheet to assure maximum efficiency.

The Illinois Institute of Art - Chicago, Chicago, IL, USA

Student Worker, November 2009 - June 2011

- Planned and modeled a proposed 2D & Flash Animation Lab.
 - Designed the graphics and layout for the new 2011 Game Art and Design and the Media Arts and Animation curriculum grid charts.
 - Assisted with the Fashion and Media Extravaganza (FAME) 2011 collateral.
 - Worked as a teacher's assistant in Intermediate Animation, Drawing and Characterization, Scriptwriting and Storytelling, Storyboarding and Animatics, and Portfolio Preparation.
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