



ALEXANDER PIRTLE

3D RIGGER • DIGITAL ARTIST

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Career
Related Experience

2018 3D Rigger "YAMIS"

Rigged a 3D backpack so that all the flaps on the pockets could open, teeth on zipper would separate as it opened and closed, painted weights, and included a stretch effect on the straps. This was done in Autodesk Maya.

2017-2018 3D Rigger and Modeller, "R.S.V.R.I.P."

Rigged and modeled characters and props, including hard-surface and organic models, for a short film in Autodesk Maya and Substance Painter for film festival submission.

2017 3D Rigger "Advanced Character Setup"

Created multiple rigs for the same model, one to be used in video games and another to be used with motion capture data.

Computer Software

Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Adobe Premier Pro, the Microsoft Office

Other Skills

Languages: English and French
Programming in Java

Education

Savannah College of Art and Design (SCAD), 2015-2018
Atlanta, GA
Bachelor of Fine Arts, Animation

Kennesaw State University, 2013-15
Kennesaw, GA
Courses in Computer Science

Georgia Tech, 2011-13
Atlanta, GA
Courses in Computer Engineering

Georgia Hope Scholarship Recipient

SCAD Academic Honors Scholarship

SCAD Achievement Honors Scholarship

Honors / Awards