







Alcey Childers

2D & 3D Designer

Contact

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Social

-  alcey_c_artistry.artstation.com
-  @alcey.c.artistry
-  @AlceyC_Art
-  Alcey Childers

Proficiencies

- Zbrush
- Photoshop
- Maya
- Substance Painter
- 3ds Max
- Illustrator
- Unreal Engine
- Unity
- Adobe Creative Suite
- Marmoset Toolbag

Experience

3D GRAPHIC ARTIST

TECHCOM

FEBRUARY 2023 TO OCTOBER 2023

- Worked to create high quality animations and media to advertise products for international clientele. Researched and implemented new software necessary for newly assigned projects.

3D DESIGNER & CONCEPT ARTIST

NVB PLAYGROUNDS

MARCH 2021 TO FEBRUARY 2023

- Produced high-quality concept art, illustrations, 3D models and renders of equipment for international clientele to plan for on-site construction. Demonstrated strong attention to detail and company style guide under intense production schedule.

GAME ASSET ARTIST

SCAVENGEAR SIGGRAPH & VR EMPATHY TRAINING

AUGUST 2019 TO DECEMBER 2019

- Created quality game-ready models and props for VR simulated environment in federally funded psychological research project. Collaborated with a team of artists to most efficiently complete production of scenes in Unity.

Education

INDIANA UNIVERSITY - PURDUE UNIVERSITY INDIANAPOLIS

MEDIA ARTS AND SCIENCES

CLASS OF 2020

21st Century Scholar. Dean's List Member.

VERTEX SCHOOL

NINE MONTH GAME ARTIST BOOT CAMP

2024

Character Track

References

- Richard Russum, **IT Manager & Former Design Manager at NVB Playgrounds**
(317)500-0204, richard@playgroundequipment.com
- Ryan Butts, **Senior Lead Artist at Raven Software**
(608)287-6470, rbutts@ravensoftware.com
- Ryan Watson, **Cinematic Animator at Rockstar Games**
(217)369-6934, grayscale88@hotmail.com
- Silvia Lawson-Vilches, **Lighting Artist at Rockstar Games**
(765) 250-7086, lavil.silvia@gmail.com