

Alexander Leich
leichaf@gmail.com

1-(516)-521-3537
alexanderleich.com

- Creative and adventurous, always seeking new ideas and technologies
- Adaptable and ready to learn, eager to quickly master new tools and platforms
- Excellent team player, highly communicative, able to perform well across multiple functions
- Driven and passionate about my work, organized even under tight deadlines

Technical skills

Game development	UI/UX & design	Web/applications development
UE4 / Blueprints	Photoshop	HTML / CSS / LESS / SASS
Maya / Blender / Zbrush	Illustrator	Bootstrap, Material Design
Substance Painter / dDo / nDo	Premiere / After Effects	JavaScript, Angular

Professional experience

January 2018 to present: Creative Director, Unfamiliar Studios

- Designed and implemented a game entry to itch.io's Game Off 2018 using UE4 + Blueprints
- Prototyped a top-down adventure game for a future Steam release using UE4 + Blueprints

April 2014 to July 2018: Software engineer & UI/UX designer, Hitachi Data Systems

- Designed & implemented user interfaces for applications across multiple platforms, including Web applications using Angular 1.6, Windows Phone, Outlook, & desktop applications in C# and C++, as well as applications for OSX, iOS, & Android
- Drove the UX direction for the product, championed usability, and led the integration of new technologies, including the migration of the Web portals from a vanilla JavaScript & Struts architecture with Bootstrap 3 to a modern SPA with Angular 1.6 & Bootstrap 4

2012 to present: Freelance 3D modeler

- Designed & created realistic & highly detailed game assets, including high and low-poly modeling, texturing, and animation
- Launched a virtual store for original creations through Second Life's online Marketplace, with several items featured as best-sellers
- Developed & released a variety of highly-popular mods for Fallout 4, including story expansions, character add-ons, and weapons, featuring original game assets matching the game's aesthetic

2011 to 2014: Freelance Web / graphic designer

- Designed, implemented, and maintained several Web sites, including sites for St. John's Early Childhood Center and Boy Scout Troop 351

2012-2013: Teaching assistant in digital art, Clarkson University

- Assistant teacher for Interactive & Algorithmic Art and 3D Digital Design & Animation
- Taught Web and programming basics in HTML, CSS, and ActionScript, as well as 3D modeling, lighting, rigging, and animation in Maya

Education

Bachelor of Science in Communication, with distinction, Clarkson University 2013
Communication & Media Outstanding Senior Award, Turpin Technical Communications Senior Award

Awards

Eagle Scout, NexusMods Hot Files