

Alexander Leich
leichaf@gmail.com

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

Professional skills

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

Technical skills

Web applications:

HTML / CSS / LESS / SASS
Bootstrap, Material Design
JavaScript, Angular
nodejs / NPM

Design:

Photoshop
Illustrator
Premiere / After Effects
Hand drawing / sketching

Game development:

Maya / Blender / Zbrush
dDo / nDo / Substance Painter
UDK / Creation Kit
C++ / C#

Work experience

2014 to present: Software engineer / UX designer at Hitachi Data Systems

- Designed and implemented user interfaces for applications across multiple platforms, including Web applications, Windows, OSX, iOS, Android, Windows Phone, and MS Outlook.
- Drove the UX direction for the product, championed usability, and led the integration of new technologies.

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 high-quality, 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 at Clarkson University.
- 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

Awards

Eagle Scout, Communication & Media Outstanding Senior Award, Turpin Technical Communications Senior Award, Featured Artist in 'Code View' Digital Arts Exhibition, NexusMods Hot Files