

Alexander Leich | alexanderleich.com | alex@unfamiliar.games

- Creative, adventurous, and adaptable—eager to explore and master new tools and technologies
- Excellent team player, highly communicative, with a diverse and robust skillset

Technical Skills

Web & App Development

HTML, CSS, SASS, LESS
Bootstrap, Material Design
JavaScript, VueJS, Angular

Media & Design

Photoshop, concept & design
Illustrator, logos, icons
Premiere / After Effects

Game Art & Development

Maya, Blender, Zbrush
Substance Painter
UE4/UE5, Blueprints, UMG

Professional Experience

April 2020 to present: Senior Web Developer, Aware Inc.

- Designed and implemented user interfaces for a biometric security software suite, including search tools, administrative dashboards, and mobile authentication applications utilizing face and voice capture tools
- Established consistent, effective UIX direction and standards, championed usability, directed the integration of new frontend technologies, and produced graphics, icons, and other assets

2018 to present: Creative Director, Unfamiliar Studios

- Organized a development team to build vertical slices for two indie games, including a physics-based arcade game and twin-stick action game
- Designed and implemented game mechanics, environments, characters, and user interfaces
- Presented our games at several indie showcases, including District Arcade, Otakon, and MAGFest (where we won a Tronster Award)

2019 to 2020: Senior Web Developer, Aventiv Technologies

- Built a hybrid tablet and desktop interface for inventory-managing a secure mail facility
- Redesigned an interface for law enforcement agencies to search voice databases and identify individuals by comparing voice audio samples

2014 to 2018: Software Engineer & UI/UX designer, Hitachi Vantara

- Designed and implemented user interfaces for applications across multiple platforms, including Web, iOS, Android, Windows, Windows Phone, Outlook, and OSX
- Led the re-architecture of two Web portals from legacy JavaScript and Struts to a modern, single-page application with Angular and Bootstrap

2012 to present: Freelance 3D Modeler

- Designed and implemented realistic and highly-detailed game assets on commission, including high- and low-poly modeling, texturing, rigging, and animation
- Launched a virtual store for original creations through Second Life's online Marketplace, with several items featured as bestsellers for several years running
- Developed and released a variety of popular mods for Fallout 4, including story and content expansions, featuring original game assets matching the game's aesthetic

2012 to 2013: Teaching Assistant in Digital Art, Clarkson University

- Assistant teacher for Interactive and Algorithmic Art and 3D Digital Design and 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

Awards

Eagle Scout, MAGFest Tronster Award, IGDADC District Arcade Favorite Game Runner-Up