



ALAIN BALANO

Character Designer

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OBJECTIVE

To obtain a full-time, entry-level position on a production design team in the video game industry.

TECHNICAL QUALIFICATIONS

Software: Photoshop, Maya, Unreal 3 Editor, ZBrush, Mudbox, After Effects, Crazy Bump, Flash

Platforms: Windows XP, Mac

SKILLS

- Heavy use of Adobe Photoshop for concept and compositing
- Background in character concept, design and creation
- Extensive history with writing stories, character plots and scenarios
- Basic understanding of Maya for low-poly modeling
- Proficient in texturing

EXPERIENCE

Project Maelstrom (class project)

6/08 – 9/08

Concept Artist, Modeler, Texture Artist, Writer

Worked in a small team to emulate a production pipeline in order to create a level using Unreal 3 Editor. Wrote story of level, modeled several low-poly hard surface objects textured them.

Neo-Testament (student project)

9/08 – Present

Game Designer

Conceptualized and created an entire personal game, beginning from story, to concept art, to asset creation (characters, environments, weapons), to integration into Unreal 3 Editor.

Final Game Production (student project)

4/09 – 8/09

Concept Artist, Modeler, Texture Artist

Designed, modeled and textured four characters for use in my personal game project using Maya with intention of showcasing skills towards my final demo reel.

EMPLOYMENT

GDC'09 Conference Associate

March 2009

Volunteered to become a conference associate for the annual Game Developer's Conference. Ensured that show attendees knew location and times of specific sessions & overall satisfaction.

EDUCATION

Ex'pression College For Digital Arts, Emeryville, CA

8/06 – Present

Bachelor of Applied Science, Game Arts and Design (expected graduation date August 2009)

MEMBERSHIPS/CERTIFICATIONS

GDC'09 Conference Associates, Ex'pression College Student Body Government

**References available upon request.*