Alex Vargas Diaz

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EDUCATION

New York University

Bachelor of Fine Arts, Interactive Media Arts

- GPA: 3.7, Dean's Scholars group, Recipient of the Tisch Scholarship
- Secretary for Urban Design and Architectural Studies club.

WORK EXPERIENCE

The C.U.R.B.

3D Generalist

- The C.U.R.B. is a team that focuses on creating educational content regarding New York City Public Parks.
- As one of the three 3D Generalists in the team, I was in charge of using Unreal Engine 5 to create believable worlds using its terrain editor, as well as modeling, texturing and optimizing custom assets to be used in the engine.
 - o **Key Results:** An educational VR experience with intricately detailed environments, accurately representing different time periods.

iD Tech

3D Modeling & Unity Instructor

- Taught over 40 students the ins and outs of 3D modeling using Blender 3D.
 - o Key Results: Students left with strong fundamental skills and the knowledge of how to create game-ready, optimized 3D models.
- Worked with 12 other instructors to ensure the smooth operation of the camp.

Ben Lenovitz

3D Designer ൙ Social Media Manager

- Ben Lenovitz is an independent artist who specializes in art regarding pets.
- As Lenovitz's 3D designer, I was responsible for creating mockups prototypes for merch, visualizing new store setups in 3D and creating promotional artworks for his brand.
- As his social media manager, I was in charge of creating consistent content using the Adobe Cloud Suite (Premiere, Photoshop, Illustrator) to be posted on Tik Tok and Instagram Reels.

New York University

Networks Assistant - Student Lead | Jan. 2022 - Jan. 2023

- Led a team of 12 students in maintaining and updating websites for NYU's IMA department.
- Organized department-wide events.
- Created a survey system to help the department better understand students' needs and wants.

Networks Assistant - Student Helper | June 2021 - Dec. 2021

Used Wordpress and custom Reactto update IMA department websites for accessibility and ease of use.

SKILLS, & INTERESTS

- Skills (plug in your own): 3D pipeline (modeling, rigging, animation, texturing, lighting), retopology, video editing, compositing, Maya, Blender 3D, Substance Painter, Adobe Suite (Photoshop, Premiere, Lightroom, Illustrator, After Effects), Unity, Unreal Engine 5.
- Interests : Making music, watching and analyzing movies (Coraline and Wes Anderson are my favs), tennis!

May 2024 - Present New York, NY

Sep. 2023 - Present New York, NY

June 2021 – Jan. 2023

New York, NY

May 2024 New York, NY

May 2023 - Aug. 2023

New York. NY