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|  | **Eddie Alverto**3D Artist |
| **PROFILE** A passionate 3D modeling graduate with a military background. Known for thoroughly researching an idea before starting on a new project and being able to quickly troubleshoot any problem. My versatility, resourcefulness and creativity can help me overcome any challenge. A quick learner I can adjust to any situation and learn new skill/ programs |
| **Contact**EddieAlverto.comEddieAlverto@gmail.com850-341-8172 |
| **EDUCATION**Bachelors of Fine Arts in Game Art & Design10/2010-07/2015Introductory Military & Military Job Training04/2008-12/2008College Courses (Majored in Computer Science)09/2004-12/2006 |
| **PROGRAMS**After EffectsBitmap2MaterialMayaMudboxPhotoshopPremierQuixel SuitSubstance DesignerSubstance PainterTopogunUnityUnrealzBrush |
| **PROJECTS** Team Game - DeVour’s Carnival (alpha build)Worked as game lead, level designer and scripter for our class horror game prototype, DeVour’s Carnival.07-09/2015 |
| **EMPLOYMENT** Allied Barton - Security OfficerWorked with over 300 students and staff on a daily basis while providing security services to the Northwestern University- Evanston campus. Conducted various perimeter patrols and desk duties while keeping accurate records of all guest and incidents. 09/2010–06/2016U.S. Navy – Airman (Aircraft Structural Mechanic)Completed over 1,680 hours of aircraft maintenance, 900 hours of customer service and general building maintenance, 380 hours of extra security/watch duties and more than 1,700 hours of Military, Personal and Job Training. Worked quickly and effectively while under a tight schedule to accomplish the timely launch and recovery of multi-million dollar aircraft ($28 million).04/2008–03/2010 |
| **SKILLS**Technical ProficiencyScripting/Coding Affinity High to Low Poly ModelingAnimating for Games Basic RiggingEfficient team workerExcel at individual tasksBilingualMilitary training in :-Attention to detail-Spatial awareness -Quick troubleshooting-Confidentiality-Task Management |