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ALEXANDER DOMINGO

3D ENVIRONMENT ARTIST | PRODUCTION SPECIALIST

Experienced, innovative, and detail-oriented 3D environment artist with excellent verbal, written, interpersonal, and group communication skills. Proficient in story telling through 3D modeling, texturing, lighting, and composition. Strong understanding of modular workflows relating to architectural assembly and asset creation. Self-motivated, able to meet deadlines, and prioritize visual direction against realistic goals.

Professional Experience

3D Environment Artist: *Sawhorse, Busan, South Korea (Remote Contract)*   *Feb 2024 – Present*

Conceptualize, design, and execute 3D environments. Collaborate closely with Art Directors and interdisciplinary teams to ensure seamless integration of environments into gameplay. Utilized Unreal Engine tools to optimize quality and performance of game assets. Coordinate with a team of 3D artists, guiding the production of high-quality art including landscapes, buildings, props, and textures, ensuring technical compliance and visual excellence.

Contribute to level design and environmental storytelling. Optimize assets for performance, address technical challenges and ensure smooth integration into Unreal Engine. Actively participate in creative direction, provide and receive constructive feedback to refine environment art during iterative design processes. Collaborate with cross-functional teams to seamlessly integrate environment assets. Leverage knowledge of 3D pipelines to assist Art Directors with artist assignments and help develop strategies to refine execution and delivery strategy.

Founder and 3D Artist: *FurnishLink, Busan, South Korea (Remote)*   *May 2022 – Present*

Hire, manage and lead 3D contractors, prepare design briefs, establish project management and design pipeline. Develop detailed budgets and timelines. Review and approve 3D assets to ensure client standards are met. Create pricing structure for products and services. Discuss art direction with clients to develop an artistic approach and execution strategy. Render images and scenes for marketing material and client presentations using Unreal Engine and V-Ray.

Design, model and texture high-quality 3D assets tailored for architectural visualization, furniture design, interior design, previsualization for films and games, concept art and game development. Plan and create modular environments for assembly in Unreal Engine. Organize, publish and market products on ArtStation Marketplace, FlippedNormals and CGTrader. Promote the FurnishLink brand on various social media platforms.

3D Artist: *Crozzroads, Amsterdam, NL (Remote)*   *Sep 2020 – Nov 2022*

Created architectural visualization graphics and artist impressions for external clients. Built and textured 3D models for use in interactive tool development. Collaborated with Unreal Engine developers and other 3D artists to create real-time visualization tools for architects and developers.

Established and documented areas of the firm's pipeline, including architectural visualization, asset management and distribution, project management structure, 3Ds max master file building, Unreal vegetation generation, and material and texture workflow. Streamlined production to reduce miscommunication and rework, improving the standard of quality for the entire firm. Researched and deployed new software and plugins to enhance workflow.

Primary tools include 3Ds Max, V-Ray, Unreal Engine 4 and 5, iToo Software, Megascans, Quixel Mixer, Substance Painter, Substance Designer, Photoshop and Illustrator. Remote collaboration tools include Azure, Discord, Teams, GitHub and Monday.

Digital Creation Lead: *Nike, Inc. Portland, OR*   *Dec 2016 – Oct 2018*

Project manager for MLB Headwear, Cut and Sew and College Headwear. Launched a project management platform for the Digital Product Creation (DPC) studio. Built trust with leadership to pioneer a new product creation process and champion a new studio model. Held three overlapping positions during studio transitions without sacrificing quality of work. Expanded team capabilities through effective project management and work allocation.

Facilitated category meetings to retrieve information needed to execute graphics and images required for product creation, using Wrike as the studio project tracker. Ensured product gates and dates were met and artwork passed quality control tests before factory production. Prepared visual tools for team product reviews, ensured category team members had what they needed to create, sell and manufacture seasonal product. Reported seasonal metrics such as approval and rejection rates, negotiated deadlines and resolved conflicting priorities in a productive fashion.

EXPERTISE

3d environment design, architectural visualization, rendering and compositing, 3d modeling, modular design, scene assembly and optimization, asset management, digital painting, graphic design, branding, photo editing and retouching.

CERTIFICATIONS

5SRW V-Ray:
CGWorld

3ds Max + V-Ray: Advanced Architectural Exteriors
Udemy

Digital Landscapes: Painting Environments with Photoshop
Udemy

LANGUAGES

English
Native

Tagalog/Bisaya
Proficient

Dutch
Beginner

INTERESTS

Art

Music

Science

History

Travel

Content Image Artist: *Nike, Inc. Portland, OR*   Oct 2017 – Oct 2018

Established the licensed content creation team for the Digital Product Creation (DPC) studio. Provided artwork creation and delivery support to all Licensed Nike Leagues (NBA, MLB, College, NFL). Designed and streamlined the content creation, management and delivery process. Executed library solutions based on stakeholder needs in design, development and production. Designed and implemented new processes in content automation, visual tool building, quality control, asset management, standardization and project management. Trained content users on best practices for art creation.

Collaborated with Product Creation Centers, factory partners and developers to ensure artwork was consistent across leagues, up-to-date and delivered to stakeholders at the appropriate time. Effectively communicated content strategy to foster an understanding of artwork creation process. Partnered with Adobe and Wrike representatives to provide tailored software solutions that increased studio efficiency.

Production Artist: *Nike, Inc. Portland, OR*   Nov 2015 – Dec 2016

Created and maintained MLB licensed apparel product images and graphics for sales and manufacturing. Collaborated effectively with global teams to produce large product lines, providing design and production solutions when needed. Acted as product expert to provide input and direction to all cross functional stakeholders.

Built graphic schematics to the specifications of the League or Team with the input and direction from Graphic Designers. Improved product image standards, review process, execution and final delivery of graphics to the factory. Meticulously reviewed and corrected graphic issues with typography, color, placement and scale. Maintained high design standards throughout the production season. Assisted in training new artists in studio workflow procedures.

Education

Bachelor of Arts, Game Art and Animation (First Degree Honors):   2018 – 2020
SAE Institute, Amsterdam, the Netherlands

Bachelor of Science, Organizational Communications: 2007 – 2011
University of Portland, Portland, OR

Proficiencies

Design Software

3DS Max	
Maya	
V-Ray	
ZBrush	
Sub. Designer	
Sub. Painter	
Unity	
Unreal Engine	
World Creator	
iForest	
Photoshop	
Illustrator	
InDesign	
Premiere Pro	
Procreate	
Revo Scan	
Slic3r	

Design Skills

3D Modeling	
UV Unwrapping	
Lighting	
Scene org.	
3D Texturing	
Rendering	
Digital Painting	
3D Sculpting	

Collaboration & Productivity

Wrike	
Slack	
Trello	
Azure	
Github	
Perforce	