

Alexis Moses

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Portfolio: <https://www.alexismoses.com>

SUMMARY: Proven Creative Technologist that creates diverse brand experiences that resonate with consumers. Builds proof of concepts by using a host of technologies in original and engaging ways to enhance brand visibility and make emotional connections to consumers. Informs and educates pillars of the company on the latest technologies to inspire thinking that is relevant, fresh, and exciting.

EDUCATION

B.A., Studio Art, CUNY City College of New York

February 2011

B.S., Business Management & Finance, CUNY Brooklyn College

February 2007

QUALIFICATIONS

Computer Language : C#, JavaScript, C++, Java, HTML, Python, CSS, SQL, PHP

Software Environments: Unity 3D, AWS, Play Canvas, Various IDEs, Git, Bit Bucket

Design Software: 3D Studio Max, Blender, Photoshop, Illustrator, InDesign,

Hardware: Arduino, Raspberry Pi, 3D Printers, Mixed Media Arts

WORK EXPERIENCE

Creative Technologist

360i – New York, NY

June 2015 - Present

Develop functional prototypes and applications that are designed to communicate ideas by experience to limit oration. Educate creative teams about the latest trends in technology while inspiring experiences for brands. Model and animate 3D assets to be implemented in applications or 3D prints. Programs applications in an assortment of development environments with a fearless attitude for new technologies. Build prototypes using Arduino and Raspberry-Pi while soldering boards to make custom prototypes.

- Helped consult and develop Alexa Voice Skills including West World the Maze and 360i's Voice Playbook.
- Developed and programmed Ben and Jerry's Facebook AR effect to promote the limited flavor Marshmallow Moon. The [experience](#) was a mini-game where users had to catch marshmallows with their mouth.
- Created 3D models, animation, and supported programming development for the 360i desktop career site using Play Canvas and 3D Studio Max. Careers.360i.com
- Developed a Coffee-Mate Joel the [Gingerbread Man](#) real time experience that sold through animation campaign
- Programmed and developed 3D and 2D assets for [VR experiences](#) for phones and high-end VR headsets. This led to deeper insights for VR campaigns.
- Prototyped [Adaptoys](#) baseball pitcher for the Christopher and Dana Reeves Foundation that won a silver Cannes Lion.
- Prototype of [Absolut Vodka](#) clutch purse where users could tweet in messages to influencers purse on the red carpet.
- Various 3D Renders, Prints, and Prototypes. Link

Video Game Teaching Artist – Game Splash

Harlem Children's Zone TRUCE – New York, NY

Sep 2013 – June 2015

Guides young people through the process of creating their own video games using the professional level development tools 3D Studio Max, Unity 3D, Flash, and Photoshop. Ability to navigate and teach all aspects of game design including 3D modelling, 3D Animation, programming, game document development, and articulating algorithmic concepts. Leads group discussions on industry trends and gameplay concepts. Combines art concepts with common core standards that are clearly present in curriculum.

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- Leads 20 students to create their own games that they designed from game design concepts to actual playable builds within a 3 month cycle
- Teaches basic concepts for game programming in JavaScript using the Unity Game Engine. Programming animation states, collision detection, artificial intelligence, GUIs, and game environments
- Designs characters from concept to final 3D or 2D rendering with animation and textures
- Teaches how to create, edit, and manipulate sound effects to increase immersion and storytelling within games
- Prepares and mentors students for the national STEM video game competition

3D Graphic Teaching Artist - El Puente School

BRIC – Brooklyn, NY

March 2014 – June 2014

Taught high school demographic how to develop 3D graphics using Blender through a project based learning model. Guided students through the fundamentals of 3D design by exploring modeling, rendering, character rigging, and animation best practices. Combine art concepts with common core standards that are clearly present in curriculum. Develop visual handouts to assist students with various learning patterns.

- Created dynamic moving 3D pictures with a total of 20 students that depict moments in ancient history
- Created 10 lesson plans that explore the beginning concepts of 3D design and culminate in the development of a fully functional 3D animated scene
- Explore concepts of building character models in the form of low and high resolutions.

3D Graphic Teaching Artist – My Image Studios

Stephen Phelps - New York, New York

Oct 2013 – Dec 2014

Mentored a group of 7 students to recreate landmarks in Harlem as a part of a larger scale project named *Harlem through My Eyes*. Taught the fundamental basics of 3D Studio Max including modeling, texturing, and animation.

Freelance Mobile Software Programmer/Game Designer

Soda Animation Studios Inc. - Hoboken, NJ

Feb 2010 – Oct 2011

Designed applications using Unity 3D by having deep understanding of game logic, building artificial intelligence, and graphic design programs. Creates highly detailed game documents to translate conceptual designs into final production. Programmed and implemented game design concepts for iOS game *Escape from Zombie U*.

- Sold over \$5,000.00 in games and in app purchases
- Programmed User Interface, sprite behavior, and difficulty curve
- Designed and implemented website to increase visibility at www.sodaanimationstudios.com

Graphic Design and Journalism Teaching Artist – Harlem Overheard

Harlem Children's Zone TRUCE – New York, NY

Oct 2011 – June 2014

Guides youth to develop skills in journalism, graphic design, and marketing to ultimately create a magazine that distributes over 6,000 copies annually. Teaches high school demographic by combining art and academic learning techniques through using common cores, youth competencies, and developing assessments.

- Created over 60 original lesson plans for 5 complete unit cycles that focus on creative and academic development resulting in 5 creative youth developed projects
- Led weekly young men's group aimed to promote core competencies to execute creative projects, provide public services, and promote community unity

Reference: Given Upon Request