

ALEXANDER L KELTZ

3d & 2d Animator

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OBJECTIVE

Expand experience in the animation industry, specifically character animation for film, advertisement, and video games using Autodesk Maya and Adobe After Effects.

EXPERIENCE

- **UV Artist and Modeler** 2019, Jan - April
Indie Team Orlando, Fl
John's Wizard Tower (VR Videogame Published on Steam)
Program: Autodesk Maya 2018
Proficiently created UV maps for organic and artificial meshes. Modeled environmental elements while interpreting references. Corrected model topology.
- **Director and Animator** 2019, April
NOVA: SVAD Biannual BFA Exhibition at UCF Art Gallery Orlando, Fl
Dedication to a Long Lost Friend (Original 2d Animated Short film)
Program: Adobe After Effects
Directed the composition, designs, and animation to maintain a constant aesthetic and high quality. Created animations to exhibit emotions and personalities.

SKILLS

- Proficient in Autodesk Maya
- Proficient in Adobe After Effects
- Cooperative
- Good Communication Skills
- Adaptable
- Eye for Detail
- Accepts Criticism
- Fast and Efficient

EDUCATION

- **B.F.A. in Emerging Media,** 2019
Experimental Animation Track
University of Central Florida, Orlando, Fl
Cumulative GPA: 3.959
Honors: *summa cum laude*
 - **Associates in Art** 2016
Eastern Florida State College, Melbourne, Fl
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