

Aleks Berland

Ph 416 450 7621 [Web http://karmakat.ca](http://karmakat.ca) [Email karmakat@karmakat.ca](mailto:karmakat@karmakat.ca)

3d Generalist | Animation Artist | Designer | Content Creator

I am a creative, technically adept, Computer Graphics & Visual Artist, focusing on animation, illustration, & design.

Key Skills:

Modeling | Surfacing & Texturing | Illustration | Interactive Design & Development | Animation Artist & Project Management | Rendering | Stereographic Conversion | Video Editing | Writing

Software Skills:

Maya | Zbrush | 3dsMax | MudBox | Adobe Photoshop | Adobe After Effects | Adobe Illustrator | Adobe Flash | Adobe Dreamweaver | Shake | Mental Ray | VRAY | Inkscape | ArtRage | Gimp | CrazyBump | Shave & a Haircut | Adobe Acrobat

Languages & Frameworks:

Mel | Actionscript 2 & 3 | PHP | MYSQL | HTML5 | CSS3 | JQUERY | Wordpress | Joomla | Flex | Away3d | PaperVision | Unreal Engine | Irrlicht Engine | DVD Authoring | Domain Management | Cpanel | FTP, DOS, UNIX | Mac & PC | W3C/GUI standards

Experience:

Lead 3D Artist @ IMAX (TATA ELXSI VCL)

- "unreleased title" - (2010 -- 5 month contract)

3D Artist @ IMAX

- "Harry Potter 7" - Imax 3D Stereoscopic Demo (2010)
- "Harry Potter and the Half-Blood Prince" (2008 - 2009 ---- 5 month contract)

Modeled, animated, & match-moved characters, props, & sets in post-production to create a high definition IMAX 3D stereoscopic version from 2D film plates.

3D Artist, Virtual Set TD @ The Naked News

- "The Naked News" - Season 7 - (2007 ---- 9 months)

Modeled, rendered, animated & edited segments for weekly broadcasts. Worked with the ORAD Virtual Set system creating real-time virtual sets. Managed and installed render farm, and worked in green-screen studio coordinating virtual sets with Director of Photography. Reported directly to Producer & Director of Post-Production.

Modeler, Surfacing Artist @ Leaping Lizard Software

- **"Deep 6"** - Steam Sponsored Half-Life 2 Mod (2007 - 2008 ---- 4 month contract)

Digital Sculpting in Zbrush, Modeling in Maya: game assets and environments for Half-Life 2 engine. Created assets such as buildings, weapons, and tileable normal maps.

Multimedia Developer & Consultant @ Bettek (2006 - 2011 ---- Various Contracts)

Developed Touch-screen interfaces, animations, and gaming technologies using Flash, Actionscript, & Maya. Consultant for multiple R&D projects in online gaming and real-time sports medias.

Lead Texture Artist @ Black Ice Games

- **"Dark Communion"** - UT2004 Mod (2005 ---- 8 months)

Produced modular texture assets and models for game environments. Created 'Texture Bible' and assisted Art Director with look and feel of game.

Designer, Animator @ Jen X (2005 - 2007 ---- 1 year 8 months)

Designed & developed websites, motion-graphics, logos, and print medias for clients of this Toronto studio.

Freelance Designer, Artist, + Director @ HoloLuma Studios (2000 - Present ----- 10 years)

For nearly a decade I have been a Freelance & Contract Designer focusing in animations & interactive media. In 2008 I started a small studio to deal with some larger contracts and directed the development for end clients producing interactive media such as touch-screen kiosks, websites, and animations.

Education

3D Gaming Certificate - **Seneca College - Animation Arts Centre - 2005**

B.F.A. Drawing and Painting program - **Penn State University - 1997 - 2000**

Other Accomplishments

- Featured on SUNTV and the SUN newspaper for Kensington art project: Mixtape in the Market
- Featured in The Globe and Mail for Art Project: The New Icon
- Wrote & Directed 7 Minute Live-action Short film The Numbers and Delica shot in 35mm
- Exhibited in group & solo shows in U.S. and Canada, including a group show at the Art Gallery of Ontario.
- Featured Artist in short-film Condo-Mini in Tranzac Media Festival
- The William & Louis J. Kesterson Scholarship for Outstanding Artistic Achievement