

Alex Serrano

Technical Artist and Developer

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🔗 <https://www.serrano.ninja>

Skills

Unreal Engine Development

Virtual Production

Tool Development

3D Modeling

Rigging

Animation

Accessibility

Graphics

AI Integration

Performance Optimization

Cinematics

Lighting

Compositing

Photography

Programs



Unreal Engine, Unity, Maya, Blender, Lightroom, Photoshop, Motion Builder, Unreal Insights, RenderDoc, Python, HLSL, Houdini, Perforce, Github, World Builder, Visual Studio, Chaos

Experience

Contract

March 2024 - Current

Senior Technical Artist

Assist teams in development of AA and AAA games as a supplementary member of their tech art teams handling performance and optimization in environmental art workflows.

Lost Boys Interactive

September 2022 - March 2024

Senior Technical Artist

Tooling, Blueprinting, Shaders, Scripting, Modeling QA, Texture art, Documentation, Education, Debugging, AI implementation, Graphics, Accessibility implementation, Console development.

The Third Floor

April 2021 - September 2022

Technical Director

Assist in large feature film productions and pioneer the use of tools and techniques to enhance the field of film visualization in. Build new workflows using the latest tools and programs and assist in the implementation to multiple teams

Halon Entertainment

August 2020 - December 2020

Technical Director

Develop Tools for ue4 Virtual Production feature film projects. Live debugging of on set tools and systems. Quality test all tools before rollout to ensure smooth transition from older workflows. In engine camera development to match real world cinematography needs.

Viacom CBS

November 2019 - February 2020

Lead Unreal Developer

Lead team in all aspects of UE4 development. Virtual Set designer, virtual production management, VR demo developer, Virtual camera designer, Technical art direction, real time rendering of full 3d environments for film and TV. Building of VR real time camera tracking software for live broadcast television.

Dino Developers

January 2018 - September 2018

Unity Developer

Work with child developmental experts to make projects conform with educational development standards and work with vendors to generate content