

Ron Alpert

AR/VR Development & Design

Los Angeles, CA

323-203-7609

ralp99@hotmail.com

www.texturemonkey.com – linkd.in/texturemonkey

Skills

Unity C#, AR and VR experience authoring & implementation

Modeling and Surfacing for Film & Broadcast

Game Development – level art and game design, UI design

Software

Unity3D, Unreal, Visual Studio, Maya, 3DS Max, Photoshop, Premiere, After Effects, ZBrush, Vray, Mental Ray, Vuforia

Experience

<i>Dreamium Labs</i>	2020 - Present
Unity Developer for “MiniiWorld” app	
<i>Buck Design, Los Angeles City, CA</i>	2019
Spark AR designer for Facebook Portal “Story Time” projects	
<i>MPC/Technicolor, Culver City, CA</i>	2018-2019
Unity Developer for Magic Leap project	
<i>MethodEXP/Deluxe, Santa Monica, CA</i>	2017
Design and Development for multiplatform "Justice League VR" (2017) "Batman" and "Cyborg" segments	
<i>Daqri, Los Angeles, CA</i>	2013-2017
Design, code, build, and publish various augmented reality experiences for Daqri AR platform & Smart Helmet	
<i>Hydrogen Whiskey, Santa Monica, CA</i>	2012-2013
Artist for "Our Path" (2013) mobile app and "Fast and the Furious: Showdown" (2013) console game	
<i>UpUpStart, Los Angeles, CA</i>	2012
Level artist for mobile app development "Epic Skater"(2014)	
<i>FuseFX, Los Angeles, CA</i>	2012
Model/Texture artist for "American Horror Story:Asylum" and "The New Normal"	
<i>9K9, Los Angeles, CA</i>	2011-2012
Environment artist for ABM project	
<i>House of Moves, Los Angeles, CA</i>	2010-2011
Environment artist for "Stan Lee NHL Guardians" TV spots	
<i>Headcase Games, Los Angeles, CA</i>	2009-Present
Design/Development/Art/Production for "180" (2010), "Blast Rover" (2015), "Jump Burger" (2015)	
<i>Killspace Entertainment, Los Angeles, CA</i>	2009-2010

Production artist for pitch development

Obsidian Entertainment/Sega, Orange County, CA 2007-2009
Level artist for "Alpha Protocol" (2010) and "Aliens RPG" (cancelled)

Neversoft Entertainment/Activision, Los Angeles, CA 2005-2006
Level artist for "Tony Hawk's Project 8" (2006)
Level artist for "Tony Hawk's American Wasteland" (2005)

Legacy Interactive, Los Angeles, CA 2004
Texture painter and modeler for "ER – The Game" (2005)

Rhythm + Hues Studios, Los Angeles, CA 2004
Texture painter for film and commercial.
Painted environment and vehicle textures for Vin Diesel movie "Chronicles of Riddick"
Painted textures for "Skippy Snack Bar" TV spot.

Left Field Productions/Activision, Westlake Village, CA 2002-2004
Level Artist for console title "MTX Mototrax" (2004) motocross racing game.

Dragonlight Productions/Kemco, Tarzana, CA 2001
Designed, built, textured and lit an environment for "Batman : Dark Tomorrow" (2003) console title.

New World Computing/3DO, Agoura Hills, CA 2000-2001
Artist 2 position. 2D conceptual design, 3D graphic modeling/texturing/animation for RPG title "Heroes of Might and Magic IV" (2002)

Impressions Software/Sierra Online, Cambridge, MA 1997-2000
Created 2D and 3D assets for several released AAA titles, including "Lords of Magic," (1997) "Caesar 3" (1998) and "Pharaoh," (1999) as well as unreleased projects. Character design, 3D modeling (characters and objects), texturing and animation.

Education

Bachelor of Fine Arts, University of Massachusetts, Amherst 1997
Major: Computer Graphics and Animation
Minor: Art History

Portfolio and references available upon request