

Ron Alpert

Unity Developer

Los Angeles, CA
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Skills

- C# development (Unity), AR/VR & mobile game/UX design & implementation
- Design & build experiences for HMDs (PCVR, HoloLens, Magic Leap, Daqri Smart Helmet)
- Modeling & texturing for film & broadcast
- Level artist & design for console game development

Software

Unity3D, Unreal, SparkAR, Maya, 3DS Max, Photoshop, After Effects, Vuforia, P4, Git

Experience

2022-2024 - Lavoid, Remote Work

Unity developer, mobile & HoloLens AR & Quest VR projects. Unreal tech artist.

2020-2022 - Dreamium Labs, Los Angeles, CA

Unity developer, front end for iOS app "MiniiWorld"

2019 - Buck Design, Los Angeles, CA

Spark AR designer, "Story Time" Facebook Portal projects

2018-2019 - MPC/Technicolor, Culver City, CA

Unity developer for Magic Leap projects "Spotify App," "Odesza" & others

2017 - MethodEXP/Deluxe, Santa Monica, CA

Unity developer for multiplatform "Justice League VR." "Batman" driving & "Cyborg" wave shooting segments

2013-2017 - Daqri, Los Angeles, CA

Design/code various AR experiences & prototypes for "Daqri 4D" AR platform & Daqri Smart Helmet hardware, proprietary platforms & Vuforia

2012 - Hydrogen Whiskey, Santa Monica, CA

Level artist for "Our Path" mobile app & "Fast and the Furious: Showdown" console game

2012 - UpUpStart, Los Angeles, CA

Level artist for "Epic Skater" mobile app

2012 - FuseFX, Los Angeles, CA

Model/Texture artist for "American Horror Story:Asylum"

2011-2012 - 9K9, Los Angeles, CA

Environment artist for "ABM project"

2010-2011 - House of Moves, Los Angeles, CA

Environment artist for "Stan Lee NHL Guardians" TV spots

2009-2010 - Killspace Entertainment, Los Angeles, CA

Production artist for pitch development

2007-2009 - Obsidian Entertainment/Sega, Irvine CA

Level artist for "Alpha Protocol" & "Aliens RPG"

2005-2006 - Neversoft Entertainment/Activision, Los Angeles, CA

Level artist for "Tony Hawk's American Wasteland" & "Tony Hawk's Project 8" skateboarding games

2004 - Legacy Interactive, Los Angeles, CA

Level artist for "ER - The Game"

2004 - Rhythm & Hues Studios, Los Angeles, CA

Texture painter for Vin Diesel film "Chronicles of Riddick" & "Sippy Snack Bar" TV commercial

2002-2004 - Left Field Productions/Activision, Westlake Village, CA

Level artist for "MTX Mototrax" motocross racing game

2001 - Dragonlight Productions/Kemco, Tarzana, CA

Level artist for "Batman: Dark Tomorrow"

2000-2001 - New World Computing/3DO, Agoura Hills, CA

Level artist for "Heroes of Might & Magic IV"

1997-2000 - Impressions Software/Vivendi, Cambridge, MA

Artist for "Lords of Magic," "Caesar III," "Pharoah" & unreleased projects

Education

1997 - Bachelor of Fine Arts, University of Massachusetts, Amherst

Major: Computer graphics & animation

Minor: Art history

Self-published Work (Headcase Games)

2015 - "Blast Rover" Android, art & design

2015 - "Jump Burger" iOS, art & design

2010 - "180" iOS & Android, art & design

Other

Penny Arcade Expo 2010 - Panelist, "Going Indie!"