

Alisha Klein

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EDUCATION

Bachelor of Science in Media Arts & Animation
The Art Institute of California – Orange County
Completion Date: December 2009

SOFTWARE

Adobe Photoshop	Adobe Flash	ToonBoom Studio	After Effects
Unreal (UDK)	3DS Max	Maya	Dreamweaver

SKILLS

Primary	2D Animation	UI Art	Storyboarding	Illustration
Secondary	3D Modeling	Motion Graphics	Level Art	

EMPLOYMENT

InXile Entertainment June 2010 – Jan. 2012
Artist

- UI Artist for *Hunted the Demon's Forge* and other in-development Nintendo 3DS titles, creating UI assets in Photoshop and Flash. Used Flash to set up elegant and functional UI for use with Scaleform.
- Level Artist for *Choplifter HD* on XBLA/PSN/Steam. Responsible for over 50% of the level work appearing in the final game and two DLC packages. Created lush environments using UDK
- 3D Artist for *Choplifter HD*. Modeling, texturing, and importing props and vehicles into UDK, as well as material creation.
- Created artwork for in-game content for *Hunted the Demon's Forge*. Utilized Photoshop to create illustration work, as well as enhancing and correcting images of 3D assets.

Regal Entertainment Group April 2010 – Sept. 2010
Concessions (Seasonal)

- Concessions and Box Office Sales

The Art Institute of California – Orange County March 2007 - June 2009
Financial Aid Department worker

- Student worker under the work-study program.
- Aided students in the office and over the phone.

INTERSHIP EXPERIENCE

Smorgasbord Productions May 2010 to Dec. 2010

- Flash Animation for two in-production animated shorts

DUCK Studios Jul. 2009 to Sept. 2009

- Ink and Paint animation in *Timon and Pumbaa's Wild About Safety - Safety Smart About Fire*.
- Edited and captured hand drawn animation.
- Assisted animators in the creation of *and Pumbaa's Wild About Safety - Safety Smart About Fire*.