

David M. Alder

Mechanical Technologist and 3D Artist

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Energetic and productive Mechanical Technologist and 3D artist with current Halliburton experience and a shipped video game title. Strong organizational skills to produce high quality projects within designated timelines.

Qualification Summary

- Intuitive, fast learner with a passion for the latest software and techniques.
- Cutting-edge technical knowledge of AutoCAD, 3D Max, Maya, Photoshop, and SolidWorks.
- Dedicated work ethic, team player mind-set and strong communication skills.
- Proven project and time management skills with a commitment to excellence.
- Self-starting, open minded and independent problem solver.

Professional Experience

1/15/07 to present: Halliburton Energy Services Houston, TX
Mechanical Technologist and Metallurgist.

- Manage incoming projects and assign them to or work with coop students on a particular project.
- Train cooperative education students in various engineering procedures, machines, and programs involved with failure analysis and metallurgical testing.
- Various drill collars, down hole, and mechanical failures are studied for future prevention.
- Qualification of different materials and welds are done through metallurgical and microscopic inspection, corrosion testing, fatigue testing, tensile testing, hardness testing, etc.
- Various results are obtained and applied to increase the longevity of equipment, prevent part failures and stop any further company financial losses.
- Numerous types of equipment and machinery are used including: Universal and hardness testing machines, metallurgical grinding and polishing wheels, hardness testers, microscopes, x-ray machines, optical comparators, overhead cranes and forklifts.
- Programs used: AutoCAD, Excel, Photoshop, Management Software, SolidWorks, and Word.

Fall 2000, Summer 2001, Spring 2002: Halliburton Energy Services Houston, TX
Cooperative Education with Texas A and M: Mechanical Technologist and Metallurgist.

- Trained other cooperative education students in various engineering procedures, machines, and programs involved with failure analysis testing and metallurgical testing.
- Various results were obtained and applied to increase the longevity of equipment, prevent part failures and stop any further company financial losses.
- Numerous types of equipment and machinery were used including: Universal and hardness testing machines, microscopes, x-ray machines, optical comparators, overhead cranes and forklifts.
- Programs used: AutoCAD, Excel, Photoshop, SolidWorks, and Word.
- Applied skills learned to school to achieve higher grades in upper level classes.

7/06/06 to 12/15/07: Microsoft FASA Studios Redmond, WA
Environment Artist for the Xbox 360, Microsoft Vista shipped game Shadowrun.

- Modeled and laid out UVs of objects for environments using Maya.
- Worked with art director, environment leads, concept artists, texture artists and other modelers to maintain similar level design and creation.
- Was given portions of levels to populate, making sure everything was to scale, had believable locations and proper quantity.
- Used the company's proprietary software, game engine and custom mel scripts with Maya for modeling, UV layouts, applying textures, file management, and viewing in the game engine.
- Normal, parallax and occlusion mapping done with studio techniques as well as Maya.
- Received and gave criticism to achieve the best possible results.
- Played the level we were creating as a team as well as individually to test out game play, critique present and future object placement and make the level the most fun it could be.

1/15/06 to present: The Collectors Showcase Austin, TX

Freelance High Poly 3D Modeler:

- Intense research and high poly modeling was mandatory in the exact replication of advanced World War 2 weaponry.
- The German Flak 88mm, Nebelwerfer and Pak 40 were modeled piece by piece from blue prints, books, model kits and web images.
- Accurate assembly, part modeling and proportions were essential as exact small scale replicas are the result.
- Programs used: Maya

12/01/05 to 12/15/06: AWIS Designs Austin, TX

Freelance Cinematic 3D Modeler/Texture Artist, Trainer:

- Trained the film director the fundamentals of Maya over a three month period.
- Working with AWIS Designs and New Blood Productions with the animation, compositing, modeling and texturing of the Star Wars fan film footage still in progress.
- Programs used: 3D Max, Deep Paint, Maya, Photoshop, Vue 5 Infinite, XSI, and ZBrush.

11/01/05 to 12/15/06: New Blood Productions Austin, TX

Freelance Cinematic 3D Modeler/Texture Artist:

- Was in charge of the creation and development of computer generated characters, environments and vehicles for future animation and compositing within live action movie footage.
- All models are the highest level of detail because close up shots of the models are required.
- Programs used: 3D Max, Deep Paint, Maya, Photoshop, Vue 5 Infinite, XSI, and ZBrush.

Software Proficiency

Highly Knowledgeable:

AutoCAD, 3D Max, Excel, Maya, Photoshop, SolidWorks, Word, ZBrush.

Knowledgeable:

Adobe Flash, After Effects, Deep Paint 3D, Illustrator, Microsoft Project, Painter, Premiere, Softimage XSI, Sound Forge, Vue 5 Infinite.

Education

Savannah College Of Art and Design Savannah, GA

- MFA, Interactive Design and Game Development, August 2005
- GPA 3.42/3.5
- Tutor for 3D Max, Maya, The Unreal Engine and ZBrush

Texas A and M University College Station, TX

- Bachelor of Science, Mechanical Engineering Technology, May 2003
- GPA 3.2/3.3

Accomplishments/Affiliations

Shipped Microsoft Video game: SHADOWRUN

Forklift License

Past President of Austin Maya User Group

Past Active Member, Austin 3D User Group

Active Member, International Game Developers Association (IGDA).