

Alexander B. Ferguson  
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## **Objective**

I want to work with a world class team, create cutting edge collaborative art, and have fun doing it.

## **Software Packages**

Maya, ZBrush, Mudbox, Photoshop, After Effects, Illustrator, Mental Ray 3DS Max, UT 2004 editor, Renderman, Motion Builder, Vicon IQ, HDR Shop, Image Ready, Dreamweaver, Racer

## **Digital Skills**

Rendering, Film Editing, Compositing, Photography, Photo Manipulation, Color Correction, Animation, Rigging, Motion Capture and Match Moving, Level Design, High Poly and Low Poly Modeling, Environmental Modeling, Hard surface Modeling, Organic Modeling, Prop Modeling, and Character Modeling, Texturing and lighting.

## **Traditional Skills**

Drawing, Design, Painting, Sculpting, Cinematography, Photography

## **IMDb Credit**

HALO: Helljumper – Visual Effects

## **Experience**

**Carlo's "The Cake Boss" Bakery**, Hoboken, New Jersey

Sculptor/ Freelance Digital Artist, 06/01/2011 – present

Fabricate anything out of edible materials. Perform this task in a fast pace, high pressure environment on national television. Communicate visual concepts to show cake clients using 3D graphics. Assist the VP of Technology visualize storefront concepts using digital art.

**Parker 3D**, Scotch Plains, New Jersey

Freelance 3D Generalist, 05/01/2011 – 12/05/2011

Create 3D/ Motion Graphic presentations for a global holiday installation company. Construct conceptual 3D interiors and photographic elements with the company's treatment using Maya, Photoshop, and After Effects.

**Virginia Institute for Performance Engineering and Research**, Richmond, Virginia

Race Track Designer, Sep 2009 – May 2010

Develop a replication of Virginia International Raceway for the Hextatech full motion simulator. Achieve millimeter precision on the road surface by developing a pipeline to get point cloud data into 3Ds Max, and publish to the simulator/game engine. Model, light, and texture the landscape and infrastructure around the track. Design track functionality in the Racer simulation Engine. Test track in the simulator.

## **Education**

**Expression College for Digital Arts**, Emeryville, California

Bachelors of Applied Science in Animation and Visual Effects, July 2008

**Virginia Commonwealth University**, Richmond, Virginia

Bachelors of Fine Arts in Film and Photography, May 2004

**Professional References:**

**Leo Minervini**

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**Ed Manner**

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