

# ALEX KREEGER

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# ENVIRONMENT ARTIST

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## Education

Missouri State University, Springfield, MO  
Bachelor of Fine Arts with an Emphasis in Painting, Animation

GPA: 3.43  
Fall 2009

## Professional Experience

VINTAGE STOCK LIBERTY, Liberty, MO  
*Sales Associate, Keyholder*

October 2011 -  
present date

MISSOURI STATE UNIVERSITY, Springfield, MO  
*Part-Time Desk Receptionist, Sunvilla Tower*

August 2008 -  
December 2009

## Software Experience:

Fluent in Photoshop, Lightwave, Sculpttris, X-Normal, Hammer World Editor, Adobe After Effects  
Experienced in 3ds Max, 3d Coat, Mudbox, Modo

## Contributions:

Team Fortress 2:

- CP\_Manor\_Event - Winner of TF2Maps.net and Valve Software's Artpass Contest 2010 (ships with TF2)
- TF2Maps.net's Swamp Theme Expansion Set (environment set for TF2, now ships with TF2)
- Dozens of various projects for community map authors

Xenonauts:

- Vehicle and aircraft models (in production), freelance work for Goldhawk Interactive

## Major Skills:

- Stylized and realistic texturing
- High-poly to low-poly workflow
- Can follow concepts from start to finish
- Creation of collision and level-of-detail meshes
- Conceptualization, planning, and execution of entire game environments
- Strong experience with exporting and compiling models and textures for the Valve Source Engine

## Other Skills and Interests:

- Strong traditional art background and education
- Digital paintovers and drawing tablet use
- Level design
- Story, plot, and concepts for games, creative writing
- Painting, Drawing, Illustration
- Eagle Scout Rank
- Magic: the Gathering TCG

## Online Portfolio:

[www.alexkreeger.com](http://www.alexkreeger.com)

References available upon request

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