

Alek Tolokan

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SKILLS & SOFTWARE PROFICIENCY

Maya
MotionBuilder
Photoshop
Adobe Animate
After Effects
Premiere Pro

Unity
Unreal
Visual Studio
Daz Studio
Mudbox
Trello

Projects

Overclocked: The Aclockalypse

August 2017-Present

Animator/Artist

- Rouge-like bullet hell where the player can manipulate time.
- Worked on player and enemy animations.
- Animated environmental assets, particle effects, and created cutscene animations.

Hip Hop Weapon Swap

January 2018

Animator

- Top-down couch-co-op twin-stick shooter for Global Game Jam 2018.
- Helped create in game animation cycles for all characters.

Princess and Dragon

January 2017-May 2017

Animation Lead / Technical Artist

- 3D previs animation made in the Unreal Engine.
- Animated characters using animations from Mixamo that were then customized using render layers in MotionBuilder.
- Created a shot list for the team, set up cameras, and rendered sequences within engine.

EXPERIENCE

Independent Animator

January 2015-Present

- Self motivated in creating 3D animated projects from still and video reference.
- Ranked within the top 25 for the 11 Second Club June animation competition.
- Animated projects featured at the Explorations in Moving Image gallery and Fort Douglas Post Theater.
- Selected to work alongside a University of Utah faculty member as part of the Undergraduate Research Opportunities Program on a creative project.

The Animation Crew - Event Coordinator

August 2016-Present

- Responsible for researching animation techniques and helping lead group discussions.
- Assisted club members in understanding various animation software.
- Organized group events by reserving workspaces, printing relevant material, and promoting through social media platforms.

EDUCATION

Bachelor of Arts in Media Arts EAE emphasis
University of Utah

Expected Graduation, May 2018
Salt Lake City, UT.