

ALI HOWARD

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I possess a diverse skill set, including expertise in animation, 3D design, visual effects, graphic arts, and video game concept design. I excel in IT project management, project presentation with PowerPoint, and facilitating group discussions. My creative and innovative abilities extend to XR immersive experience design, ideation workshops, and rapid prototyping, with a strong focus on attention to detail. Additionally, I have a background in film and television, covering video editing, previsualization, and emerging technologies.

Honors:	Fulton County Arts and Culture Virtual Individual Artist Grant	Atlanta, GA
Award Recipient		August 2020 - January 2021
●	Created and delivered "Fulton Art View" a three-dimensional sculptural representation of Fulton County; accessible through an augmented reality application	

Skills: **Graphic Design & Multi-Media** (5+ years experience with the below applications)

- Photoshop, Illustrator, After Effects, XD (used for photo enhancements, motion graphics, illustration, and compositing)
- 2d/3d Animation, modeling, rigging, motion capture, game design (After Effects, Character Creator 4, Autodesk Maya, Blender, Unity3D, Motionbuilder, Adobe Medium, Zbrush, Iclone, XSENS, Unreal Engine 5, Substance Painter, Nomad)

Experience: (Film, AR/VR, Game Development, Higher Education, Project Management)

Accenture	Atlanta, GA
Tech Innovation Strategy Consultant XR Animator XR Designer	June 2022 - February 2024
● Managed IT projects and facilitated design ideation sessions	
● End to end animation/graphics project management (from concept to completion with expert client management)	
● Rigged, Animated, Model 3D assets for immersive Extended Reality experiences in Unity Game Engine using 3D content creation programs Autodesk Maya and Blender	
● Developed and Tested Designs for Meta-Verse technologies and environments for Leading Industry Clients	
Georgia State University	Atlanta, GA
Visiting Professor Game Art Fundamentals Writing and Previz for Games	January 2021 - June 2022
● Lead lectures and workshops spotlighting design principles and rendering techniques for video game concept art development with Previz for Games using Blender and Autodesk Maya	
● Lead lectures and workshops centering previsualization and storyboarding techniques for video game development	
Factory Made Ventures LLC	Atlanta, GA
Character Designer/ Concept Designer	June 2020 - August 2020
● Designed, Modeled, Rigged, character concepts for animated series pilot	
● Animated 3D Characters and Assets for series pilot	
● Realtime Rendering and Compositing in Unreal Engine	
TaleSpin Company/ Leading through Uncertainty	Atlanta, GA
Motion Capture Editor	January 2020 - March 2020
● Edited and cleaned up motion capture data for Talespin Companies VR App	
● Prepared assets and animations for Unity Game Engine	
ProxiVR/Method Deluxe/The Suicide Squad	Atlanta, GA
Motion Capture Artist	May 2019 - August 2019
● Edited and cleaned up motion capture data in Autodesk Motionbuilder	
● Recorded and edited facial mocap data using iClone	
● Animated bi-peds and vehicles in Autodesk Maya	
● Prepared assets and animations for Unreal Engine 4 VR camera system	
Life Vision VR/Exhale XR	Atlanta, GA
3D Generalist	September 2018 - April 2019
● Modeled, Textured, and Rigged, characters and assets for Augmented Reality and Virtual Reality Applications	
Innovation Cave LLC	Atlanta, GA
Founder	May 2017 - Current
● Managed large (10+) teams and content pipeline phases from previsualization – post production	
● Conducted concept Design for film, games, and VR/AR Experiences	
● Specialized in Virtual Production and Previsualization using inertia/optical motion capture data	
● Led App Development Projects	

Education:

DePaul University, College of Computing and Digital Media

Master of Art: Animation Concentration

Graduation Date: March 2017

Chicago, IL

Howard University School of Communications

Bachelor of Art: Radio, Television, and Film

Minor: Electronic Art Studio

Graduation Date: December 2014

Washington, D.C.