

## ALI HOWARD

Atlanta, Georgia | 678 -467 -5606 | [ali.m.howard89@gmail.com](mailto:ali.m.howard89@gmail.com) | [www.linkedin.com/in/alihoward](http://www.linkedin.com/in/alihoward)

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.

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### 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)

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### 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.**