

ALI HOWARD

Creative Technology & Multimedia Professional

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PROFESSIONAL SUMMARY

Creative Technology and Multimedia professional with 15+ years of experience across content creation, audio production, higher education, consulting, and emerging media. Combines a communications foundation in audio production with expertise in 3D animation, XR/AR/VR, interactive gaming, virtual production, and AI-enabled content creation. Founder and consultant with a proven record leading production pipelines, multidisciplinary teams, client engagements, grant-funded initiatives, and industry/community partnerships.

CORE COMPETENCIES

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| • Content Creation & Production | • AI & Generative AI Workflows | • Strategic Planning & Leadership |
| • Higher Education & Curriculum Dev. | • Game Development & VFX | • Project & Team Leadership |
| • Student Mentorship & Supervision | • Production Pipeline Management | • Client Engagement |
| • 3D Animation & Interactive Media | • Industry & Community Partnerships | • Budget & Resource Management |
| • XR / AR / VR & Virtual Production | • Grant Admin. & Program Management | • Agile Methodologies & Stakeholders |

PROFESSIONAL EXPERIENCE

INNOVATION CAVE LLC — Atlanta, GA

Founder | Managing Consultant | Creative Technology Lead | May 2011 – Present

- Founded and led a creative technology firm delivering multimedia production, educational programming, grant-funded initiatives, and digital transformation projects.
- Direct end-to-end production pipelines across film, animation, games, XR/AR/VR, and virtual production, managing teams of 10+ from concept through post-production.
- Lead client engagements across nonprofit, government, higher education, and corporate environments, managing scope, budgets, resources, and quality.
- Develop grant proposals, implementation plans, budgets, and reporting strategies for publicly funded creative and educational programs.
- Build partnerships with government agencies, higher education, and community organizations to expand program reach.
- Lead curriculum development and digital content production for technology and arts education programs incorporating 3D design, Unity, and interactive media.

Representative Grant-Funded Programs | Fulton County Arts & Culture | 2020 – 2024

- Directed arts education & community initiatives, including Innovation Cave 3D, Fulton Art View (AR App), Like to Live, Dancing Through These Times, Swing Through Spring, PlatForum, and Re-fire Your Soul.
- Managed full grant lifecycles, cross-functional team leadership, and delivered programming serving 500+ Fulton County residents.

ACCENTURE — Atlanta, GA

Tech Innovation Strategy Consultant | XR Animator | XR Designer | June 2022 – February 2024

- Partnered with Fortune 500 clients on technology innovation, digital transformation, and emerging-technology initiatives.
- Facilitated executive workshops and ideation sessions to define project scope, creative direction, and implementation strategies.
- Managed end-to-end animation and multimedia production across business, engineering, and design functions.
- Designed, modeled, rigged, and animated high-fidelity 3D assets and immersive environments for XR platforms such as Microsoft Mesh.

- Developed interactive web-based content for Accenture's Technology Quotient learning program, driving corporate digital fluency.

GEORGIA STATE UNIVERSITY — Atlanta, GA

Adjunct Professor | Game Art Fundamentals | Writing & Previsualization for Games | January 2021 – June 2022

- Designed and delivered undergraduate curriculum integrating game art, design principles, previsualization, storyboarding, and project management.
- Taught hands-on workshops using Blender and Autodesk Maya to develop concept art, 3D assets, and game development workflows.
- Mentored student teams on portfolio development, connecting classroom instruction to industry practices in games and animation.

FACTORY MADE VENTURES LLC — Atlanta, GA

Character Designer | Concept Designer | June 2020 – August 2020

- Designed, modeled, rigged, and animated 3D characters and assets for an animated-series pilot in Unreal Engine.

TALESPIN / LEADING THROUGH UNCERTAINTY — Atlanta, GA

Motion Capture Editor | January 2020 – March 2020

- Edited and cleaned motion-capture data for corporate VR training applications and prepared animation assets for Unity.

PROXIVR / METHOD STUDIOS / THE SUICIDE SQUAD — Atlanta, GA

Motion Capture Artist | May 2019 – August 2019

- Edited motion-capture animation data for AAA film (*The Suicide Squad* dir. James Gunn), animating characters/vehicles for Unreal Engine 4 VR camera systems.

EDUCATION

Master of Arts, Animation — DePaul University | College of Computing and Digital Media

Bachelor of Arts, Radio, Television & Film (Minor: Electronic Art Studio) — Howard University | School of Communications

TECHNICAL SKILLS

Creative & Production: Adobe Creative Cloud, Cinema 4D, Substance Painter

3D & Animation: Autodesk Maya, Blender, ZBrush, Character Design, Modeling, Rigging, Lighting, Texturing, Rendering, Motion Capture, Previs

Emerging Media: Unreal Engine, Unity, XR/AR/VR, Virtual Production, Interactive Gaming, Digital Twins

AI & Emerging Tech: Generative AI, AI-assisted animation and content workflows, AI-enabled visual production

Project Management: Microsoft Office, Jira, Miro, Digital Asset Management, Agile, Grant Administration, Stakeholder Engagement