ALEX BOYD

3D Generalist + Creative Designer

lumeniacscreative@gmail.com   alexboydcreative.com   (931)-300-3470   *LinkedIn*

ABOUT

Freelance 3D Generalist and Creative Designer with a proven track record creating polished 3D visuals, interactive experiences, and user-focused designs. Blends creative vision with technical precision to deliver high-performance work across multiple tools and platforms.

CAPABILITIES

Asset Optimization
Visual Development
3D Modeling
3D Animation
Real-Time Development
Digital Twinning
Virtual Reality Testing
Architectural Renderings
Tradeshow Design
Motion Graphics

TOOLS

Blender
Unreal Engine
Unity
Adobe Substance
Photoshop
Illustrator
After Effects
Google Suite
Miro
Slack

EDUCATION

Southern New Hampshire University

B.A. in Game Art and Development

EXPERIENCE

The Virtual Wild
3D Tech Artist + 3D Generalist
November 2024 - Present

Building, lighting, and optimizing real-time 3D environments and assets for interactive experiences, collaborating within a studio team to model, texture, rig, and animate content across multiple tools for high-profile clients including NASA, Leidos, Husky Technologies, and Volvo.

Freelance Designer
October 2021- Present

Partnering with industry clients from early concept through final delivery to producing both real-time and rendered visual experiences across multiple platforms. Specializing in both 2D and 3D products to create interactive experiences.
Clients: Quince Imaging, The Virtual Wild, Big Cedar Lodge, Ace Hardware

RubyShark
Temp. Art Director
June 2025-September 2025

Contributed to defining the overall visual style for *Mantra*, ensuring consistency across all assets in collaboration with art leads and the broader volunteer-driven team.

Blizzard Entertainment
Lighting Artist Internship
Summer Blizztern programs of 2019+ 2020

Created immersive real-time PBR-based lighting for diverse game environments in Diablo IV, enhancing mood and narrative flow, while ensuring optimal in-game performance.