

Evan Alexander

Extended Reality Designer & Developer

Email: evan.g.alexander@outlook.com | Phone: 971-533-3821 | Portland, OR

Education

Chatham University, Pittsburgh PA | Expected Graduation: May 2025
Bachelor of Arts: Immersive Media | Minor: Dance and Performance

Statement

I am studying at the intersection of game design, immersive media, live theater, and the movements arts. I plan to demonstrate new techniques to combine art and immersive technology. I specialize in Virtual Reality user experience and 3D spatial design.

Experience

Fall of 2022 to Spring 2023 – Immersive Media Assistant

Chatham University Pittsburgh PA

- Assist with academic research by creating and documenting open-source 3D assets for student and faculty use.
- Arranged internal documents on Microsoft teams, Jira, Monday.com and more.
- Aided students in their extended reality projects by providing information and working side by side to achieve their goals.

2020 to 2023 – On Set Producer Assistant (PA)

Variety of locations across Portland OR, Seattle WA, and Los Angeles CA

- Adapted onsite to Audio and Visual equipment as needed.
- Directed small teams to scout locations and local resources.
- Developed comradery with new people in a short time in a work environment.

2018 to 2021 – Parkour Trainer & Coach

Forge Parkour – Portland, OR

- Promoted from assistant coach to a head coach by demonstrating knowledge of parkour and how to break down concepts into digestible chunks.
- Cooperated alongside other coaches for larger group events multiple times a year.
- Created tailor made courses for students considering their age and body awareness.

Software:

Blender, Cinema 4D,
Fusion 360

Unity Engine
Unreal Engine

Substance3D Modeler
Substance3D Painter
Substance 3D Designer

Photoshop, Illustrator,
InDesign

Touch Designer

C#, Python, C/C++

Hardware:

Meta line of headsets

Steam VR based
devices.

Tilt 5 AR device

Arduino