

Evan Alexander

Immersive Media Designer

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Education

Chatham University, Pittsburgh PA | Graduated April 2025
BA in Immersive Media | Minor in Dance and Performance

Experience

Photogrammetry Archival Lead

August to December of 2024

Niell Log House and Carnegie Anthropology Archive, Pittsburgh PA

- Learned and executed photogrammetry techniques with a DSLR.
- Reconstructed archival objects with Agisoft Metashape.
- Rendered objects to The Looking Glass Display.
- Collaborated with both clients and archival leads to achieve reconstruction goals.

Immersive Media Studio Assistant

September 2022 to April 2023

Chatham Immersive Media Lab, Pittsburgh PA

- Assisted in faculty research surrounding open source tools for learning unity and immersive development.
- Developed fundamentals of VR perception app.
- Arranged internal documents on Microsoft Teams, Jira, Monday, and more.

Producer Assistant

August 2020 to July 2023

Portland OR, Seattle WA, and Los Angeles CA

- Adapted on site to work as a grip, lighting handler, camera man, etc.
- Worked with various types of audio and visual equipment.
- Learned how to collaborate with new coworkers every day.

Skills

3D Creation

Blender, Cinema 4D

Game Engines

Unity Engine, Unreal Engine

3D Texturing

Substance3D Modeler,
Substance3D Painter,
Substance 3D Designer

Experiential Design

Touch Designer
Resonite

Programming

C#, Python, C/C++

2D Creation

Photoshop, Illustrator,
InDesign

Hardware

Meta line of headsets

Steam VR based devices

Looking Glass Display

Tilt 5 AR Device