

## Software:

Autodesk Maya, Zbrush, Freeform, Adobe Photoshop, Illustrator, After Effects, XNormal, Xgen, Substance Painter, Keyshot, Marmoset Toolbag, Preform, Lychee, Chitubox, UVTools

## Reel:

[www.alexandriahockaday.com](http://www.alexandriahockaday.com)

[Allihockaday.artstation.com](http://Allihockaday.artstation.com)

## Education:

### Animschool

Character Modeling Certificate

Courses of study include: Intro to Modeling, Intermediate Modeling, Materials

October 2017 -  
August 2019

### Savannah College of Art and Design

Bachelor of Fine Arts

Minor in Art History

September 2013 -  
June 2016

## Experience:

### Jazwares

May 2023 - Present

Digital Sculptor

\* Sculptor for the Pokemon team. Build manufacturable toys per the designer's requests. Prepare/separate parts/send 3d prints for prototypes. My team creates STLs, using our visual arts abilities, to send our factories accurate models for production.



### Jakks Pacific

October 2021 - May 2023

Digital Sculptor

\* Lead sculptor for the Disney girls team. Build manufacturable toys per the designer's requests. Prepare/separate parts/send 3d prints for prototypes. My team creates STLs, using our visual arts abilities, to send our factories accurate models for production.



### Disney Parks, Experiences, & Products

June 2021 - October 2021

3D Character Modeler: Temp

\* Modeling characters for product, 3D printing, 3D rendering for Packaging, and working with Lucas, Pixar, and others to perfect designs.



### Freelance Modeler

May 2020 - October 2021

\* TV show pilot with Animschool: Mech West

\* "Sushi Ben VR" Unreleased VR game

\* Built models for a digital graphic novel



### Disney Parks, Experiences, & Products

June 2019 - April 2020

3D Character Modeling Intern

