

# PAUL A. ALIX

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**PROFILE:** *Accomplished designer capable of shepherding an idea from its early conceptual stages through to its final incarnation, whether a piece of scenery, sculpture, prop, package or promotional item.*

- Creative problem solver
- Competent technician with an eye for detail
- Affable personality in stressful situations
- Organized Mind and a Proven Planner

## EXPERIENCE:

3D MODEL MAKER: Machete Productions, LLC. October 2012 - March 2013

*Designed, Drafted, Illustrated and Fabricated; props, models and scenery for a Major Motion Picture, Produced by: Quick Draw Productions (Sin City II A Dame to Kill For: to be released August 22nd, 2014)*

- Drafted and built scale models of scenery and props
- Designed and fabricated props
- Co-Ordinated with various department heads to define and meet their needs for various cross departmental projects.

3D MODEL MAKER: Machete Productions, LLC. May 2012 - September 2012

*Designed, Drafted, Illustrated and Fabricated; props, models and scenery for a Major Motion Picture, Produced by: Quick Draw Productions (Machete Kills: to be released October 4th, 2013)*

- Drafted and built scale models of scenery and props
- Constructed full size scenic elements for use in final film
- Designed and fabricated props

PROP MAKER (UNCREDITED): *Ender's Game*. April 2011-May 2011

PROP MAKER (UNCREDITED): *21 Jump Street*. April 2011-May 2011

PROJECT MANAGER: Swimming Diplocaulus Puppet for Terrence Malick's: Voyage of Time. June 2011-July 2011

*Lead team of fabricators to create a free swimming remote controlled puppet for an IMAX natural history film, Produced by: Red Bud Pictures (Voyage of Time: possible release in 2014)*

- Developed project from initial meeting with director, to final puppeteering on-site in Louisiana
- Designed and built puppet mechanism
- Sculpted creature based on approved design
- Molded, Cast and Painted creature's outer skin

CONCEPT ARTIST: Times Up Productions Inc. July 2010-November 2010

*Developed concepts for Production Designer, in addition to Prop Fabrication and Story Boarding for a Major Motion Picture, Produced by: Troublemaker Films (Spy Kids IV All the Time in the World: released August 19th, 2011)*

- Sculpted, Modeled and Illustrated a variety of Props and Costume ideas for Production Designer
- Drafted and built scale models of scenery and props
- Constructed full size scenic elements for use in final film
- Designed and fabricated props

3D MODEL MAKER: Predator Planet Films, Inc. July 2009-December 2009

*Designed, Drafted, Illustrated and Fabricated; props, scenery and story boards for a Major Motion Picture, Produced by: Troublemaker Films and 20th Century Fox (Predators: released July 9th, 2010)*

- Illustrated over 40 Key Frame drawings, used to previsualize, refine and identify needs as related to: scenery, camera shots and props
- Drafted and built scale models of scenery and props
- Constructed full size scenic elements for use in final film

PRODUCTION COORDINATOR-EVENT DESIGN: Herbalife International of America. March 2006-May 2009

*Designed a variety of elements for a leading multi-level marketing Health and Wellness company Scenery for stage and video, promotional event materials, directional signage and event branding.*

- Designed and drafted stage scenery for live events all over the world, roughly 12 to 15 shows per year
- Converted lead designer's scenic renderings into workable drafting for scene shops

## APPLICABLE SKILLS:

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|------------------|---------------|---------------|------------------------|
| • Drawing        | • VectorWorks | • Sculpting   | • Animatronics         |
| • Painting       | • Illustrator | • Mold Making | • Foam Latex Injection |
| • Drafting       | • PhotoShop   | • Casting     | • Modella              |
| • Model Building | • CNC Milling | • Carpentry   | • V-Carve & Aspire     |

## EDUCATION:

MFA / Scene Design / University of Texas at Austin / May 2005.

BFA / Illustration / Massachusetts College of Art / 2002