

Alex Fiel

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I'm a **Product Design Prototyper & Creative Technologist** doing cross-disciplinary work that blends art, technology, & interactivity. Seeking a work environment that allows me to explore emerging technologies through complex challenges, both independently and in collaborative settings. I'm experienced in championing the adoption of new technologies and leading the development of creative solutions all the way from idea to implementation.

Education

University of Colorado Boulder

Bachelor of Science in [Technology, Arts & Media](#) | 2016-2020

- Outstanding Undergrad Award
- Graduated Magna Cum Laude
- GPA: 3.84 (overall) - 4.0 (major)

Tools

Blender & Addons (4+ yrs)

Unity 3D & Plugins (4+ yrs)

C# Scripting (2+ yrs)

Unreal Engine 5 (3+ yrs)

Figma (6+ yrs)

Arduino & Raspberry Pi (6+ yrs)

HTML, CSS, JS (ES6)

Python (+Micro/Circuit Python)

ThreeJS & ReactThreeFiber

Adobe Creative Suite

Adobe Substance Suite

3D-Printing (FDM & MSLA)

Front End Frameworks (React)

CAD (Fusion 360 & OnShape)

Camera Equipt. + Lighting

Google Firebase

Davinci Resolve

Skills

Game Development (3+ yrs)

3D Asset Creation (6+ yrs)

Product Design (6+ yrs)

User Research (6+ yrs)

Interaction Design / HCI (5+ yrs)

Human Centered Design (5+ yrs)

3D Prototyping

Rapid Prototyping

Pitch Dev. & Presentation

Creative Problem Solving

3D Scanning (Photogrammetry

& Gaussian Splatting)

Video Production

Experience

Ellumen Inc.

Creative Technologist (Dept. of Homeland Security) | 11/2023 - Present

Following a successful prototype, leading a project exploring reusable, browser-based virtual experiences (**Unity WebGL & ReactThreeFiber standalone**) for CBP. Designing user-flows and assets for a modular, themed environment. Working with stakeholders to design and articulate solutions that fit hardware and software constraints.

Creative Technologist | 9/2021 - Present

Researched, designed, modeled, developed, and presented [multiple VR proof of concept](#) prototypes to clients including the Air Force, Army and Homeland Security. Initiated and led Ellumen's effort to explore [mobile-first Virtual Reality training](#). Created experiences with both custom code and plug-ins in **Unity3D** for the **Meta Quest** platform.

Digital Communications Analyst | 6/2021 - 9/2021

Joined into a brand refresh, designed the new logo and [animations in Blender and After Effects](#) to support the identity rollout.

Seattle Makers Makerspace

Weekend Manager | 7/2021 - 10/2021

Led an effort to digitize tool certifications. Researched and scripted an orientation for our laser cutters' operation and safety procedures.

Maketeer | 3/2021 - 7/2021

Volunteer ~ Advised members with their projects and refined overall branding & signage

Fiske Planetarium

Exhibit Designer | 11/2019 - 6/2020

Designed & prototyped a range of exhibits to fit content & meet budget requirements for CU Boulder's Fiske Planetarium. Worked on a team to create a [large-scale installation](#) that runs on a **Raspberry Pi** and uses thousands of addressable LEDs to allow visitors to "walk" on the surface of the sun.

Personal Projects - explore more through my portfolio at alexfiel.com

[Severance: Reintegration - VR Demo](#) | Summer 2023

Used **Blender** and **Adobe Substance** to recreate full environments, characters and props from Apple TV's *Severance* as a Virtual Reality experience. Used plugins and custom **C# scripts** to create interactive scenes in **Unity 3D** and run on the **Meta Quest Pro**. The concept was built around a storyboard and recorded gameplay was edited into a complete trailer.

- 1.3K views, including show writer **Dan Erikson** & director **Ben Stiller**.

[Dominos Pizza Elevator](#) | Summer 2021

Domino-shaped and brand-themed dumbwaiter for balcony pizza delivery. Created the 3D printed and laser-cut contraption alongside a build video for the official **@Dominos TikTok**.

- **Domino's** reached out after seeing an earlier prototype, implemented upgrades for v2
- **70K+ views** as the account's **first video on TikTok**

[ATLAS Virtual Graduation](#) | Spring 2020

Created an customized, immersive and **interactive online reception for 50+ participants**, on a two week timeline when our graduation was canceled because of COVID-19.

- Recreated [the event location using photogrammetry](#) (AliceVision Meshroom).
- Developed a **browser-based avatar customizer** with **ThreeJS** to use with Mozilla Hubs.

[Time Measure](#) | Fall 2019

Packaged an Arduino, stepper motor, driver and RTC into a 3D printed tape measure sided housing. The tape rolls out to represent the hour in inches.

- **51K+ views** and [featured by Instructables](#)
- Featured in [Raspberry Pi's Hackspace Magazine](#) & on [Hackaday](#)