

# Alex M. Lehmann – Art Director

cell (424) 230-6555 · alexmlehmann@gmail.com · www.alexmlehmann.com

**SUMMARY** Supporting artists' careers and craft growth is what gets me up in the morning. Creating environments in which amazing art thrives energizes me. I consider leadership and the opportunity to serve my team a great responsibility and honor.

**RIOT GAMES, Los Angeles, CA** August 2015 - present

**Art Director “League of Legends - Personalization”**

- support artist's careers and their craft growth by leading a group of Art Leads (35+ people team)
- create environments in which great art can flourish and be created
- lead hiring efforts for my team
- help teams become more efficient
- create cross discipline, product, and initiative alignment
- shape processes and build alignment
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**RIOT GAMES, Los Angeles, CA** August 2014 - 2015

**Art Lead, Riot Games R&D Team**

- support artist's careers and their craft growth
- created prototypes and animation graphs/behavior for a multitude of characters
- help teams become more efficient

**RIOT GAMES, Santa Monica, CA** August 2009 - 2014

**Senior 3D Animator (“Acting Lead” position), PC MOBA-game: League of Legends**

- o Led creature rework efforts on “Summoner’s Rift” over a 2 year period
- o Supervised in-house and outsourced animations
- o headed up animation efforts on “Howling Abyss” for League of Legends
- o Improved/Redeveloped animation pipeline for future character creation/animation
- o Programmed toolset in mel for Maya to simplify animation process and enable animators

**Sony Imageworks, Culver City, CA** Oct. 2008 - May 2009

**3D Character Animator, Feature Film: Cloudy with a Chance of Meatballs**

- o 3D character animator for shots with a diverse set of main characters
- o created and shared multiple mel-scripts to automate and streamline animation process
- o Shared automated character-tweaks to simplify character clean up

**Microsoft, Redmond, WA** April 2008 - Oct. 2008

**Lead 3D Character Animator, Xbox 360 Game: Kodu**

- o Responsible for all character animation for *Kodu* (Release Spring 2009)
- o Modeled and rigged all of the in-game characters while keeping tight technical restrictions
- o Enhanced game experience by helping with technical implementation, as well as working closely with a small team of developers

**Infinite Vision, Munich, Germany** Spring and Fall 2007, 2008

**3D Character Animator and 3D Generalist, Adidas In-Store Advertising**

- o Rigged and animated several sport shoes to highlight different product features
- o Developed dynamic camera work that captured the distinct advantages of each product

**Animoto, Munich, Germany** May 2005 - June 2007

**3D Character Animator and 3D Generalist, Feature Film and Commercial Work**

- Animated 3 main characters for the feature film *The Ugly Duckling & Me* by aFilm, Denmark
- Animated, modeled, rigged, textured, and rendered on feature film, commercials, and short films
- Worked on commercials for Disney Channel, Danone, Pampers, Kandoo, Nickelodeon, Audi, and VW
- Supervised and trained traditional animators in 3D animation during production

**platypus|chicken, Stuttgart, Germany** May 2001 - May 2005

**Founder and 3D Character Animator, Socially Committed Movies and Computer Animation**

- Founded “platypus|chicken” with a student colleague during university studies
- Worked as executive producer and 3D artist with customers, directors, and film teams
- Created multimedia CD-ROMs, socially committed movies, websites, and a medical computer animation for various German companies located in Stuttgart
- Closed company voluntarily in 2005 to work on more challenging projects

**Spans & Partner, Hamburg, Germany** Sept. 2002 - Sept. 2003

**Junior TD, Rigging and Modeling, Commercial Work**

- Modeled various elements for Jägermeister commercials
- Rigged several characters and created setup scenes for Pombär, WC Ente, and Henkel
- Created special effect shots including particle effects and global illumination lighting
- Developed the structure and look of the Spans & Partner website and oversaw its implementation

**EDUCATION**

**Diploma of Advanced Studies in Character Animation**

2005-2007, Animation Mentor, [www.animationmentor.com](http://www.animationmentor.com)

**Diploma of Audi Visual Media Engineering**

2000-2005, University of Applied Sciences, Stuttgart, Germany

Final Thesis: *Animation Theory and the Movement Analysis of Rudolf Laban*

**CREDITS Films:**

*Gulliver's Travels (2010)*, Feature Film, Pixel Playground, Character Animator/Generalist  
*Cloudy with a Chance of Meatballs*, Feature Film, Sony Imageworks, Character Animator  
*The Cool Beans: We Need a Hit*, 15 min. Short Film, Walsh Family Media, Character Animator  
*The Ugly Duckling & Me*, Feature Film, aFilm Denmark, Character Animator  
*Biolators*, 12 min. Student Film, Producer, DVD-release in Germany  
*T. R. I. P.*, 8 min. Student Film, Producer  
*Pushing Buttons*, Student Film, Character Animator/3D Generalist

**Games:**

*League of Legends*, MMORTS (MOBA) PC game, RIOT Games, Sr. Character Animator  
*Kodu*, XBOX360/PC game, Microsoft, Lead Character Animator (predecessor of “Project Spark!”)

**Commercials:** Disney Channel, Volkswagen, Mercedes, Jägermeister, Danone, Pombaer, Henkel, Pampers, BMW, Audi, Adidas, RWE, and other various German companies

**AWARDS & HONORS**

**League of Legends, RIOT Games**

BAFTA Award – Persistent Game 2015  
 Best Strategy Game – IGN.com  
 Best Multiplayer Game – IGN.com  
 PC Game of the Year – GameSpy.com

DotA – Style Game of the Year – PC Gamer  
MMO Game of the Year – NeoGAF.com  
Strategy Game of the Year – GameTrailers.com  
Best Strategy Game of E3 2009 – GameTrailers.com  
RTS Game of the Year – GamersNexus.net  
Several more awards since

**HFFA Golden Globe Awards**

Cloudy with a chance of meatballs – Nominee: Best Animated Feature, Sony Pictures Animation

**SV Outreach Program Director SIGGRAPH 2007**

<http://www.siggraph.org/s2007/>

**XSV SIGGRAPH Courses Committee Member 2006**

**Eyes and Ears Award 2005**

[http://www.eeofe.de/en/5\\_news\\_archiv/index.php](http://www.eeofe.de/en/5_news_archiv/index.php)

**Student Volunteer SIGGRAPH 2005**

**Meduc Award (2nd place) 2004**

<http://www.media-akademie.com/akademie/meduc.php>

**Student Volunteer SIGGRAPH 2004**

**Animago Award for Animation - Commercial (Spans&Partner Team) 2003**

3rd place - Jägermeister Kampagne 2002/03 "Silvester" (visual effects and modeling)

<http://www.animago.de/>

**Scholarship at Studienstiftung des deutschen Volkes 2002-2004**

German National Academic Foundation

<http://www.studienstiftung.de/>

**German Animago Award Industrial Animation (Ramjac Images Team) 2000**

2nd place - VW & Bugatti engine animation (modeling)