

PAUL ALIX

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*World building designer, with a passion for Art Direction, Fabrication, Story Telling and Illustration.
Bringing to bear accumulated skills and experiences to successfully solve problems, be them narrative, design or logistic.*

What I've done so far...

2023 / OSIRIS	Production Designer
2022 / Spy Kids Armageddon	Art Director
2022 / Challengers	Art Director
2021 / HYPNOTIC	Art Director
2021 / I Know What You Did Last Summer (Season 1)	Art Director
2020 / PANIC (Season 1)	Art Director
2019 / We Can Be Heroes	Art Director
2018 / Snowpiercer (Season 1)	Art Director
2018 / False Profits (Pilot)	Art Director
2017 / Good Girls (Season 1)	Art Director
2017 / The Gospel of Kevin (Pilot)	Art Director
2016 / Battle Angel: Alita	Assistant Art Director
2015 / The Leftovers (Season 2)	Prop Fabricator (uncredited)
2015 / American Crime (Season 2)	Prop Fabricator (uncredited)
2015 / Underground (Season 1)	Overhire Drafting
2015 / Captain D's "Science Fair" (Commercial)	Puppet Fabricator / Puppeteer
2015 / From Dusk til Dawn the Series (Seasons 1&2)	3D Modeler
2014 / Lazer Team	Prop Fabricator
2012 / Sin City II A Dame to Kill For	3D Modeler
2012 / Machete Kills	3D Modeler
2012 / Ender's Game	Prop Fabricator (uncredited)
2011 / Voyage of Time	Creature Fabricator and Puppeteer
2011 / 21 Jump Street	Prop Fabricator (uncredited)
2010 / Spy Kids IV All the Time in the World	Concept Artist
2009 / Predators	3D Modeler

Whom I've done it for and with...

William Kaufman (DIR)	Elizabeth "E.J." Jones (PD)	Matthew Gatlin (SAD)	Scott Cobb (AD)
Andrew Lewis (PROD)	Jeffery Mossa (PD)	Tom Wilkins (SAD)	Allison Krumwiede (AAD)
Isaac Lewis (PROD)	Laurence Bennett (PD)	Susan Bolles (SAD)	Mike McCutchen (AD Cord.)
Adrian Testolin (LP)	Barry Robison (PD)	A. Todd Holland (SAD)	Katie Peters (AD Cord.)
Jon Wroblewski (PROD)	Cabot McMullen (PD)	Leslie McDonald (AD)	Garry Kirks (Const. Cord.)
Steve Joyner (PD)	Jourdan Henderson (PD)	Kirsten Oglesby (AD)	Alan Allinger (Const. Cord.)
Caylah Edelblute (PD)	Marcus LaPorte (PD)	Chris Yoo (AD)	Jason Hammond (Prop Master)
Merissa Lombardo (PD)	Chase Carter (SAD)	Jarette Moats (AD)	Bob Trevino (SPFX)
			Wes Meyers (VFX)

How I did it...

- Vectorworks Modeling and Drafting (20 yrs)
- Illustrator
- Photoshop
- Z Brush
- Drawing
- Story Boarding
- Model Building
- Sculpting
- Mold Making
- Casting
- Animatronics
- Custom Fabrication
- 3D Printing
- CNC Manufacturing
- Unreal Engine
- VR Development for Oculus Quest 2

And where I learned some of that...

MFA / Scene Design / University of Texas at Austin / 2005
BFA / Illustration / Massachusetts College of Art / 2002