

Zane Alexandra Jones

2D & 3D Designer

zane.alexj@gmail.com

www.linkedin.com/in/zanealexj

<https://zanealexj.cargo.site/>

EDUCATION

B.F.A in Game Development + Motion Media Minor

Savannah College of Art and Design

Expected Graduation 2027

4.0 GPA

SKILLS

SOFTWARE

- Adobe: Photoshop, Illustrator, InDesign, After Effects, Substance Painter, Premiere Pro
- Blender
- Cinema4D
- Maya
- Touch Designer
- Unity
- Unreal Engine

TECHNICAL SKILLS

- 3D Skills: Modeling, Texturing, UV Mapping
- Graphic Design and Branding
- JavaScript, Java, HTML, C#
- Motion Media

PROFESSIONAL SKILLS

- Collaboration
- Project Management
- Time Management

MENTIONS

- 3rd place SCAD X NVIDIA OpenUSD 48-Hour Challenge, 2026
- frame:work Undergraduate New Talent List 2027

CERTIFICATIONS

- Adobe Certified Professional in Visual Design Using Adobe Photoshop

EXPERIENCE

INTUIT

Product Design (Motion) Intern

June 2026 - September 2026

- Responsible for UI motion in new features and interfaces within Intuit software.
- Creating new motion design and system language to implement.

MUSEUM OF DESIGN ATLANTA

Digital Media Designer

July 2024 - May 2026

- Head of live video content production and motion graphics
- Designed engaging online graphics and content for the museum for in-house, web, and social media platforms.

SAVANNAH COLLEGE OF ART AND DESIGN

Environment Designer & Concept Artist — Lilivati's Tower

March 2024 - June 2024

- Designed and built a virtual environment using Unreal Engine, Maya, and Substance Painter to be displayed on the XR stage for filming.
- Collaborated with a team of designers and filmmakers to align environment design with the film's narrative and culture.

MSCHF X SCAD PRO

September 2025 - November 2025

- Under the direction of art collective MSCHF, we created a satirical Sheriff's campaign with a team, raising awareness on the low barriers of entry to become Sheriff.
- Complete branding of campaign, website, game, campaign materials, and marketing.