

Alexander
Falkner
curriculum vitae

graphic design

illustration

model making

props making

set construction

general construction

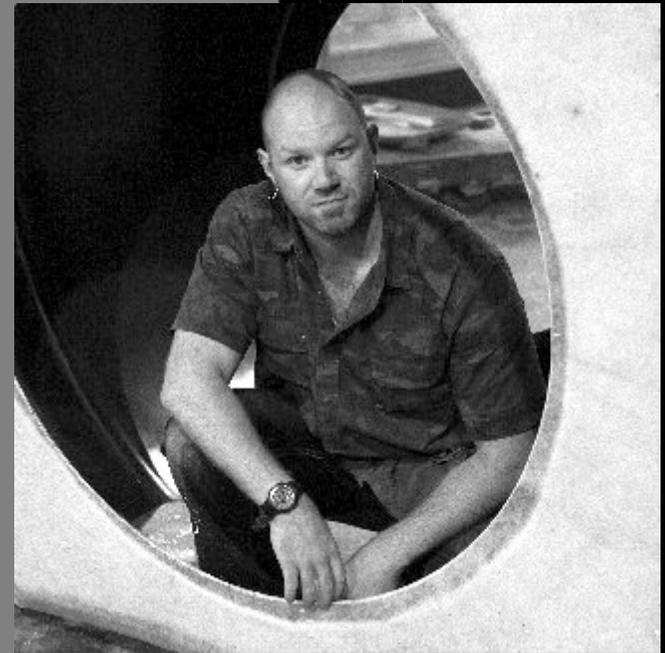
fabrication

project management

art direction

production design

supervisor role



Alexander George Falkner 25-11-1976

Having worked 3 years as a sign-writer, ultimately managing all workflow through the business, I threw myself into the deep end in 2003, and started at Weta Workshop. Starting as a junior model maker, over the next 13 years I worked my way to Props and Model shop Supervisor in 2016.

After a brief sojourn at GDM Retail, I spent the past 8 months as Art Dept Modelmaker on the Mortal Engines film down in Wellington.

I am now on the look-out for a new challenge, something that will stimulate me, and keep me passionate about my work.

I love to embrace new technologies and ideas, and absorb new skills like a sponge, given the opportunity.

Skills

Over my career, I have amassed a fairly wide range of skills, across a wide and varied field. This leaves me well qualified to slot into a variety of areas within the workplace.

I have worked in almost all areas of the workplace; from hard and physical labour, through to design presentations with Peter Jackson or Neill Blomkamp. I have a solid rapport with most people, from most walks of life- I am as comfortable having an invite dinner with international producers, as I am having a few beers with the fellas after a hard Friday afternoon shifting pallets of molds.

My work ethic is something I am particularly proud of. I will grab a job by the scruff of its neck, and not let it go till it is completed. I take enormous fulfilment from owning a job from start to finish, and watching it roll out the door.

I have also had extensive on-set experience, from miniatures work for Kong, to props stand by on Avatar, and supervisor on the Toretto exploding House shoot for Fast7.

I am able design and model-make from a conceptual design, from small to full scale. Then follow through the entire process to ensure it meets mold-making and reproduction requirements. Some other skills include-

- *Taking a job from initial quoting, right through to delivery of product to client.
- * Supervision of teams working towards a common manufacturing goal-be it small or large scale.
- * Mentoring of juniors to ensure they understand the required process they are involved in.
- *Working comfortably within a team, to ensure the final product we produce works for all departments.
- *Overcoming and working through any design changes or alterations, and adjusting manufacturing accordingly.
- * Working with individuals to their strengths, and allocating different elements of a job, to these strengths.
- *Working under stress and time challenges- something Weta seemed to do every.single.job.

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Education

1990-1994 Wairarapa College.
Full B Bursary
University Entrance
Award for Graphic Design Excellence

1995 Wairarapa Polytechnic
Foundation Art & Design Course.
Top grades throughout.

1996-1998

AUT
Bachelor of Graphics & Design
Full Graduate

First Aid Course

Working at Heights Course

Chainsaw qualification course

Tablesaw operation Course

Dropsaw operation Course

Health & Safety Workplace
awareness Course

Technical Skills-

Design/Illustration-

I can illustrate and sketch from a basic concept, right up to finished design artwork, utilising old school pen and paper, or a bit of Photoshop etc.

Rationalise artwork or design into working drawings for manufacture.

Tools-

I am pretty handy in the use of most hand and power tools, and own nearly all of them as well. Skills include-

- *Table saw- Drop Saw- Band saw- jigsaw- sabre saw-scroll saw- circular saw- rail saw- Metal saw- Chain saw.
- *Drill press- Power drill- battery drill- concrete drill -impact driver- angle drill.
- *200-100mm angle grinders, comfortable with anything from grinding discs or arborcuts, through to flap discs.
- *Power files- air or electric, Multi tools- Fein, Bosch, smart etc.
- * Any bench mounted heavy tools- grinders, sanding wheels, linishers etc.
- *Welding- MIG and ARC. Am wanting to upskill to TIG as soon as I can.
- *Dremel and other fine carving power tools.
- *Pasecode nailgun and Hilti concrete nailgun- qualified with both.

I can confidently use any had tool, from fine files or saws, to hammer or vice-grips, through to breaker bar or sledge hammer.

Prototyping- I can smash together a quick working prototype very quickly, and have great spatial awareness and understanding of basic engineering principles, so I can get something that works well, quickly.

Modelmaking- I am able to complete a modelmaking job to any level, quickly and to a high finish.

Finishing- I can finish pieces to a professional level, from filling and sanding, right through to wet polish and buff.

Painting- I can take a completed piece and provide a paint finish to requirements, or assist where required.

Media-I am comfortable with all types of media, from metal and wood, cibatool or fibreglass, through to poly or concrete.

Molding-I can confidently silicone mold, be it simple block molds, or two parts box molds. Jacket molds, I would need a bit of a refresher course!

Computer Skills- As far as computers go, I have experience with the following programs- *Rhinoceros 5 - Coreldraw X5-X7
Laserworks- Adobe Illustrator - Adobe Photoshop - Microsoft Word - Microsoft Excel - Plasmacam.*

And I can drive the following machines- depending on the manufacturer, toolpath program, and specification-
Vinyl cutter - Large format Printer - Laser cutter - CNC plasma cutter- CNC wood or plastic mill

I am also a pretty quick learner, and can pick new skills without too much drama.



Personal Life.

I have been living happily with my partner Uli- who is German- the past 9 years in Wellington, and she became my wife in February last year. We have an awesome son Jakob, who is 7 in June. We made the move to Whanganui in June of last year, for a change of pace, and to be able to actually afford a bigger house!

My hobbies include-

- *Weight training and general fitness. Trying to keep up with my boy!
- *Working on cars- i have an Evo 6 racecar , and a couple of older Citroens. None run. Sigh.
- *Watching films - big sci fi/comic book/action fan.
- *Watching good TV. Bless Netflix.
- *Reading. A good fantasy, thriller or non fiction thanks.
- *Music. Don't get me started about the state of it at the moment, I just feel old.
- *Socialising. Love meeting new, interesting people.
- *Drawing/designing. Which happens about once a year at the moment.

Work History.

1999-2003 The Sign Factory, Masterton.

Began as junior sign-writer/designer. Moved forwards over the years to senior designer, ultimately overseeing most of the large jobs that moved through the shop. Clients included DB Breweries, Courierpost, and Ford NZ.

2003-2016 Weta Workshop, Wellington.

Began as model maker. Moved forwards over the years to senior technician and project manager, then becoming Supervisor in 2011. Have overseen all manner of jobs that have come through the workshop, including almost every manufacturing process conceivable- from concept design, one-off builds, giant dragon installations, Onset work, Articulated Thunderbirds models, large-run moldable components, resettable exploding model houses, the list is massive. I will do my best to list the work in the following pages, but I guarantee I will have missed a LOT!

2016 GDM Retail, Whanganui

Three month work experience role, with the intention to integrate me into the production dept.

2016-17 Hungry City Productions

Art Dept. Modelmaker, working under Dan Hennah, and Simon Bright



Film/Display Experience

Disclaimer-Please bear in mind I am NOT taking full credit for any this on my own- I have always been a part of a larger team, and am proud to have worked alongside all of them.

December 17- **Propeller Studios**. Assisting with Petone Xmas Celebrations.

Oct-Nov 17- **Whanganui District Council**. Designs for Parking Space replacement, Kowhai Park Castle restoration.

August-October 2017- **Nightmares Containment**. Set Dresser, set decorator, construction. Filling out 4 X 40ft containers into Haunted Attraction.

2016-July 17. **Mortal Engines**. Model-maker for Art dept. Making up set design & conceptual models. Assisting where required- mold making etc

2016- **Ghost in the Shell**. Props supervisor. Included Major skeleton, various props.

2016 **Warcraft**. Props and model-making supervisor for all weapons and armour.

2016 **Rise**. Short film concept. Manufactured one-off EMP device.

2016 **Krampus**. (Props supervisor: Weta Workshop) Supervised construction of full scale Sleigh.

2015 **Mad Max**. (special effects technician) Conceptual modelmaking for design.

2015 **Scale of our War/The Great War**. Modelmaking supervisor for large scale weapons and other display props.

2015 **Thunderbirds**. Manufacture of Hero miniatures for shoot. Includes Hood's ship and Lair, and Undersea Lab.

2015 **Furious 7**. (special effects supervisor) Supervised build of 1/4 scale Torretto house, to enable re-settable exploding elements, then onset assistant supervisor.

2015 **Chappie**. (special effects supervisor) Supervising manufacture of Chappie droids, and full scale MOOSE.

2015 **SPOOKERS**. Haunted Attraction- Custom built poly sculptures for new attraction.

2014 **The Hobbit: The Battle of the Five Armies**. (special effects supervisor: Weta Workshop). Supervised manufacture of all specialty props and weapons for Weta. Worked with John Howe as Model maker for the Black Arrow.

2014 **Dracula Untold**. (special effects supervisor: Weta Workshop) Modelmaking hero armour, mold and reproduce.

2014 **The Amazing Spider-Man 2**. (special effects supervisor: Weta Workshop). Supervised the Manufacture of Electro's holding Tank. Included working with 3d to rationalise the model/design, then manufacture so it was able to be flat packed for transport to the US.

2013 **Elysium**. (special effects supervisor: Weta Workshop) Supervised the model making and manufacture of specialty props.

2012 **The Hobbit: An Unexpected Journey/Desolation of Smaug**. (props model making supervisor: WETA Workshop) Concept modelmaker for Guillermo Del Torro. Then supervised the manufacture of all specialty props and weapons for Weta.



2009 **District 9**. (engineering: Weta Workshop) Supervising all detailing off the D9 hiluxes. Included manufacturing custom light housings, sourcing all dressing, designing interior details, working with Engineering department to establish correct dressing style and look. Worked on various props and weapons.

2008 **SPOOKERS**. Haunted Attraction- Custom built new rooms and dressing for alterations and updates.

2008 **Narnia: Prince Caspian** (model maker: Weta Workshop) Distressing all existing props, modelmaking and finishing off all new designs.

2007 **Halo 3** (special effects technician: props) Fabricating and detailing custom Warthog, built by Weta. All interior work, lighting, switches, screens etc.

2006 **SPOOKERS** Haunted Attraction. Assisting with the creation of all themed rooms. Woodworking. metalworking, modelmaking, dressing

2005 **Narnia: The Lion, the Witch and the Wardrobe** (props/armour & weapons/on set standby: Weta Workshop) Modelmaking of props and weapons masters, cleaning up reproductions

2005 **King Kong** (special effects technician: Miniatures Modelmaker) Modelmaking on 90% of all miniatures.

2005 **The Legend of Zorro** (special effects technician: Model maker). Modelmaking of all sets.

2004 **Van Helsing** (special effects technician). Assisted Model making of Van Helsing Ship. Onset assistant

2003 **LOTR- The Return of the King**. Modelmaker/ Poly sculpter. Assisted in the builds of Hall of the Dead. Poly-Sculpted Fell Beast for Reading cinema, and assisted project management of installation

1999-2003- **The Sign Factory, Masterton**. Signwriter/designer. Responsibilities included visiting clients, writing up full quotes, designing signage/logos/ graphics, applying vinyl graphics to signage and vehicles, and maintaining stock levels.



These are only the film projects we are approved to talk about.

There are numerous other projects still under wraps, or on hiatus, that we cannot discuss.

Other non-film projects I have been involved in are-

Dr Grordborts International Exhibition
Travelling to Hong Kong, Switzerland & Shanghai to install.

Roxy Cinema, Miramar
Assisting with modelmaking, molding, casting and installation of various pieces during its construction, and the Hobbit centrepiece entrance.

Referees-

Andy Watson. *Owner/operator, Spookers Haunted Attraction.*
027 617 7668

Jon Harvey.
Propsmaker/manufacture
027 599 4162

Marco Wuest. *Props/modelmaker*
027 624 1484

Matt Bain. *Owner/operator, The Sign Factory.*
021 863 796

[http://www.imdb.com-search "Alex Falkner"](http://www.imdb.com-search?query=Alex+Falkner)