

Alexander **Falkner** curriculum vitae

art direction

production design

project management

supervisor role

graphic design

illustration

model making

props making

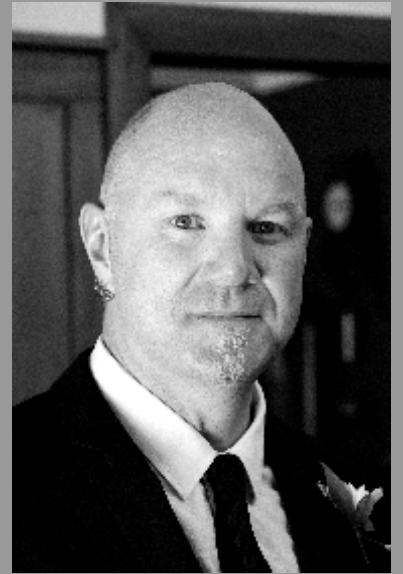
set construction

general construction

steel fabrication

+64-21-255-6235

alex.fakner@gmail.com



10 Dickson Cres

St John's Hill

Whanganui 4500

New Zealand

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 8 months as Art Dept Modelmaker on the Mortal Engines film in Wellington.

I have been in steady employment within the NZ film industry since then, from Weapons Standby on Mulan, Art Department Fabricator & Standby on the Avatar Sequels, to Art Directing the A24 feature, Ti West's "X".

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, props stand by on Avatar, supervisor on the Toretto exploding House shoot for Fast7, right to Art -directing the A24 feature, "X".

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.**

+64-21-255-6235
alex.fakner@gmail.com

10 Dickson Cres
St John's Hill
Whanganui 4500
New Zealand

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 arbortecs, 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 - Coreldraw Laserworks- Abobe 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.

+64-21-255-6235
alex.fakner@gmail.com

10 Dickson Cres
St John's Hill
Whanganui 4500
New Zealand

Personal Life.

I have been living happily with my partner Uli- who is German- for many years in Wellington, and she became my wife in February 2016. We have an awesome son Jakob, who was born in 2010. We made the move to Whanganui in 2016, for a change of pace, and to be able to actually afford a bigger house! We are busy with his school, sports, and Motorcross. Oh, and our dogs Sonny & Snow.

Hobbies/Interests-

- *Weight training and general fitness. The body is starting to fight me, but I'm not listening.
- *Working on cars- I have few older Citroens. 50% run. Which is a good average.
- *Watching films - big sci fi/comic book/action fan. *Watching good TV.
- *Reading. A good thriller or non-fiction thanks.
- *Drawing/designing- about once a year at the moment.
- *Music. Don't get me started about the state of it at the moment, I just feel old.
- *Socialising. Love meeting new, interesting people. And Beer, beer is good.



Work History

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 those involved.

2025-Warren's Vortex Miniature.

Custom design, build Miniature for pyro explosion.

2025.Warren's Vortex Drone Build.

Design, build and paint Drone for live action and VFX reference.

2025. Heart of the Beast-Weta Workshop.

Anamatronic construction, onset stand by, puppeteering.

2025.Rob Drury Art installation- Weta Workshop.

Assist install of art pieces for Rob Drury, Queenstown.

2025. Mental Health Commercial NZ

Art direction, Art Department.

2025.Edgefinders- Juvenile Penguin-Art department.

Supervise and construct Juvenile Penguin pueept for live action and VFX.

2025.EPOCH27 Office fit out.

Design and install Storage units, design and supply desk.**2024- Minecraft.**
Specialist Construction manufacture-props, set pieces

2024-Zombies 4-Disney.

Propsmaking and manufacturing set pieces.

2024-AVATAR Pick ups, additional shots.

Virtual Set builds for performance capture.

2024-Natural History Museum, Abu Dhabi. Weta Workshop

Install Museum Exhibits and Dinosaur sculptures.

2024-AVATAR Pick ups, additional shots.

Props department manufacture.

2024- WEETBIX commercial.

Art department assist.

2023-Grafted-NZ film.

Specialty props, set pieces, molding and casting.

2023-Wight Aluminium.

Alloy Fabricator and welding.

2023-Tron Ares- Weta Workshop.

Casting Dept Supervisor, costume and prop elements.

2023-Weta Unleashed-Weta Workshop.

Prop and cosume manufacture.

2023-Pounamu Pathway Museum-Weta Workshop.

Install Museum exhibits into new Museum.

023-Time Bandits Vehicles.

Onset Stand by for vehicles Dept.

2022-Time Bandits.(6 months)

Modelmaking and minatures for entire Production.

2022-M3gan Pick up shots.

Propsmaking and set builds for pick up shots, Auckland.

2022-Sven Head for Frozen Production.

design and manufacture custom head for Dance Production, Masterton.

2021-Custom Nissan GTR Build. Custom design, build and paint for Bevan Mckenzie, Gumboot Rally.

2021-Santa's Letterbox. Construction of Letterbox for Petone Pak N save for letters to **Santa**

2021-FOE Electric Car- Weta Workshop.

Assisst in construction of Electric car for OZ production.

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

Referees-

Simon Bright

Art Director/Supervising Art Director

027 449 9885

Ben Milsom

Art Director

027 504 7623

Andy Watson. Owner/operator,

Spookers Haunted Attraction.

Rangitikei Dictrict Mayor.

027 617 7668

Jon Harvey. Rubber Band

.Propsmaker/manufacturer

027 599 4162

Marco Wuest. *Weta Workshop*

Props/models Supervisor

027 624 1484

Work History

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 those involved.

Dec 2021. Fala Media. Taki Rua. Art director for live action, location performances.

May-Aug 2021. Weta Workshop. Electric car. interior builds for Upcoming science fiction film.

May-Aug 2021. Whanganui District Council. Installation of variety of things for Regeneration Projects.

Nov 2020-April 2021. Powderkeg Farms. "X" Film. Art Director of full feature. Pre-production/offset/onset.

June 2019- Nov 2020. 880 Productions. AVATAR sequels. Art Dept Fabricator and onset/offset Stand by.

April 2019. Whanganui District Council. Installation of variety of things for Regeneration Projects.

Mar 2019. Holden TVC. Fabricator and propsmaker. Full size Caravan conversion into car trailer.

Dec 2018- Feb 19. Reunion. Feature film .Props maker.

Aug-Nov 2018. Cricket Hop Productions. MULAN. Weapons Assistant Stand by.

June- July 2018. Propeller Studios. Steel fabricator for manufacture of container with lifting sides, for waterfront e-bike rentals

Feb-May 2018. Whanganui District Council. Constructing and installing approved Parklet design.

Dec 17. Propeller Studios. Assisting with Petone Xmas Celebrations.

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

Aug-Oct 2017. Nightmares Containment. Set Dresser, set decorator, construction. Fitting out 4 X 40ft containers into Haunted Attraction.

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

Weta Workshop.

Please note-many projects are omitted due to NDA and privacy rules.

2016.

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

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

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

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

2015

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

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

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

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

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

2014

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

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.

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

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.

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.

2010-2012- **Dr Grordborts International Exhibition.** Travelling to Hong Kong, Switzerland & Shanghai to install.

2010-2011- **Halo.** Moving the Halo Warthog around the world for Microsoft Exhibitions.

2009 **Avatar.**(prop maker: Weta Workshop) Supervised manufacture of Link Units, from receiving 3d models from L.A. Through to molding, fibreglass casting, and finishing. Modelmaker for specialty props and gadgets. Assisted on Amnio Tank detailing work. Onset stand by where required. Also featured extra as RDA marine.

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 Embassy and 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.

+64-21-255-6235
alex.falkner@gmail.com

Full current NZ Passport.

Double-vaccinated with booster.

Full NZ and international vaccine passport.

