Aaron Contreras

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**OBJECTIVE**

* To create immersive and engaging 3D environments using my sense of form, composition, material creation, lighting, and texturing.

**WORK EXPERIENCE**

* Sony Santa Monica Studio: Unannounced Title – Sr. Environment Artist – June 2013 – Present
  + Establishing a new look for an undisclosed title
* Sony Santa Monica Studio: GoW Ascension - Environment Artist-----------May 2011 – June 2013
  + In charge of modeling, texturing, lighting, and general level art and optimization
* Trilogy Studios: Unannounced Disney MMO – Environment Artist-----------April 2011 - May 2011
  + Prop modeling, texturing, level art
* Square-Enix: Project Dropship (cancelled): Environment Artist------------- April 2010 - March 2011
  + props, environments, level lighting, level art, and outsourced art presets for an unannounced PS3 and Xbox 360 downloadable title
  + Software Used: Gamebryo Toolbench, 3DS Max 2009, Zbrush 4.0, PhotoShop CS4, XNormal, Beast Lighting Engine
* Firedance Studios: Salvation Prophecy - Environment Artist ---------------- March 2010 - April 2010
  + Worked from home creating assets for an ancient alien ruins and puzzle in 3ds Max
  + Created simple concepts and silhouettes to convey my ideas to client before creating final 3D assets
* Barbedwire FX studio: Hotwheels Commercial: 3D Artist------------------------ May 2009 - June 2009
  + Worked with other 3d artists, animators, a director, and producer to create a short cinematic for a Hotwheels commercial.
  + Modeled various 3D assets including freeway, water tower, supports, etc. in Maya

**TECHNICAL SKILLS**

* Autodesk Maya and 3DS Max
  + Low-poly and high-poly modeling for projection, unwrapping, procedural texturing, lighting, baking light-maps and ambient occlusion maps for environments
  + Basic skills in modeling characters, rigging, and animating them
* Adobe Photoshop
  + Hand-painting diffuse, bump, specular and gloss maps for realistic and stylized textures
  + Creating RGBA masks for complex shader animations and blending
* ZBrush, NDo2, and XNormal
  + creating normal maps for both organic and hard-surfaced models
* Unreal Tournament 3 Editor and UDK Beta
* Gambryo ToolBench and Beast Lighting Engine
* Sony Proprietary Software
* Unity Game Engine

**CAREER RELATED EXPERIENCE**

* Level design lead for an Unreal mod called *Mutiny* ----------------------------------------- Summer 2009
  + Lead a team of four in designing a first-person game cinematic using the Unreal Editor
  + Modeled & textured the ship exterior including destructible physics assets such as the mast, cloth simulated sails, ropes, railings, etc.
  + Was in charge of Matinee sequences and events using Kismet

**EDUCATION**

* Art Institute CA– Inland Empire ----------------------------------------------------------------------- 2006-2010
  + Bachelor’s Degree of Game Art & Design
  + Heavily focused on 3D environment modeling
  + Dean’s List all quarters
* Graduated from Redland’s High School, CA ------------------------------------------------------- 2002-2006
  + Relevant courses included Traditional Art, Graphic Design with Multi-Media, and C++ Programming