

Aaron Walker - 3D Character Artist

www.aaron3dwalker.com

(951)775 - 4303

Shipped Titles

Sonic Boom - WiiU

Showstopper Basketball - Mobile

Work Experience:

GameCloud Studios

3D Character Artist

May 2014 - Current

- Character sculpting
- Texturing
- Lighting
- Props

Big Red Button Entertainment

February 2014 - May 2014

3D Artist (Contract)

- Modeling/Sculpting and Texturing
- Scene set dressing

Lake Effect Applications

April 2013 - March 2014

3D Artist

- Worked with design team to build and conceptualize fun multiplayer environments
- Created lighting for several multiplayer levels inside Unity
- Made materials and textures for levels and various props
- Worked with Director and art leads to ensure visual consistency

- Helped sculpt and retopologize character assets
- Introduced new modeling and texturing pipeline for next gen assets
- Assisted in UI design

United States Air Force

January 2003 - June 2006

Combat Photographer (Senior Photographer)

- Conceptualized several layouts for event flyers, pages, etc
- Equipment Manager for photography equipment
- Ensured all equipment was in order, stocked and accountable
- Photographed High Profile military events
- Photographed Military IDs and Passports
- Managed several other co-workers
- On call status (24 hour) for important events and emergencies
- Managed customer service desk

SKILLS:

- High Poly organic sculpting
- High Poly and Low Poly modeling
- Environments
- Creation of modular assets and texture sets
- Next Gen: Diffuse, Normal, Specular map creation
- High Poly projection onto a low poly asset
- Texturing
- Hand Painted Textures
- Material creation in Maya, UDK and Unity
- Basic rigging and animation in Maya
- Lighting in Maya, UDK and Unity

Software:

- Autodesk Maya
- Pixologic Zbrush
- Adobe Photoshop
- 3D Coat
- Quixel Suite 2
- Substance Painter
- Xnormal
- Topogun
- Marmoset 2
- Unity
- CryENGINE
- UE4

Education:

Anatomy for Artists Online - **Scott Eaton**

Character Art Mentorships - **Gavin Goulden**
Sam Yang

The Art Institute of California - Inland Empire
Bachelor of Science in Game Art and Design

June 2009 - December 2012

Best of Quarter Awards in:

- Hard Surface and Organic Modeling
- Advanced Game Modeling
- Character Animation

President's Honor Roll

- Winter 2012

Dean's Honor Roll Award

- Every Quarter

Mount San Jacinto Community College

January 2007 - August 2008

General Education Classes towards BA