AARON ANDERSON

TECHNICAL ARTIST

2790 Lawrence Street, Eugene, Oregon, 97405 |801-330-1595 | andersonaaronj@gmail.com

PORTFOLIO:

My web portfolio is available at Globin347.com

SUMMARY:

I am a technical artist with experience in Maya, Substance Painter, ZBrush, C, C++, C#, Javascript, Python, and MEL. I am looking for full-time employment in a game development environment. I would also consider an internship position that would allow me to gain additional industry experience.

EDUCATIONAL HISTORY:

2016-2021: Graduated from University of Utah School of Computing

Graduated with BS in Computer Science with an emphasis in Entertainment Arts and Engineering

Program is ranked #3 in the United States in the inaugural rankings by U.S. News & World Report for "Best Undergraduate Game Design Programs."

 GPA: 3.5, with Honors Certificate

Courses included 3D Modeling, Rigging for Games, Texturing, Machinima, Operating Systems, Artificial Intelligence, 3D Graphics, and Databases.

WORK HISTORY:

Worked with a team at Harrington and Company to efficiently produce vinyl fence posts

Worked with a team to produce and publish "Ballad of the Masked Bandits," a video game which can be found for free on Steam

SKILLS:

Working knowledge of Autodesk Maya, including scripting in MEL and python

Understanding of game and program optimization

Experience with Unity and Unreal

Known Programming Languages: C, C++, C#, Java, Python, Javascript, MEL

Texturing via Adobe Photoshop and Substance Painter

Experience with ZBrush

HTML and CSS web design

Working with other people to solve technical issues and overcome problems

Cooperating and working with team members to accomplish goals quickly and correctly