

# *Aaron de Leon*

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## **Summary**

Capable of modeling and texturing 3d models from characters to environmental assets for the use of video game design.

## **Career Related Experience**

### **3d Artist – The Collectors Showcase, Austin, TX (Jan 2009 – Current)**

- Responsible for modeling WWII and Napoleonic vehicles and characters.
- Responsible for exporting 3d models to a Stereolithographic printer for the creation of miniature metal toy soldiers.

### **3d/Texture Artist – MechWarrior: Living Legends/Mod Project (Aug. 2008 –Dec. 2008)**

- Responsible for modeling and texturing mech vehicles for a modification made for the Crysis game.
- Duties range from creating a high poly model to baking textures for the low poly model which are integrated into CryEngine 2.

### **Environmental Artist – TimeGate Studios, Sugar Land, TX (April 2007 - June 2008)**

- Responsible for concepting, modeling and texturing environmental assets such as buildings and terrains that are integrated into the Unreal 3 Engine.
- Responsible for creating 3d animatics for various playable actions of the games.
- Responsible for modeling 3d proxy models of various playable environments and equipment of the games.

## **Computer Software Skills**

- Unreal Engine 3
- 3d Studio Max
- Maya
- Bryce
- Photoshop Illustrator
- After Effects
- Premiere
- Flash
- Dreamweaver

## **Education**

The Art Institute of Houston - Houston, Texas

Bachelor of Fine Arts - Media Arts and Animation Dec. 2008

Brazosport College - Lake Jackson, Texas

TCLEOSE certification. May 1999