Aaron Hill

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www.aaronarts.com

Professional Overview:

Skilled, experienced, versatile and professionally mannered artist in digital media. Background in digital arts including modeling and texturing for VR, next-gen games and feature films.

PROFESSIONAL EXPERIENCE:

Halon *03/18 - Present*
- Modeler/Unreal4 Artist

The Scan Truck *12/18 - 1/19*
- Photogrammetry/Modeling

SunnyBoy Entertainment *11/16 -03/18*
- Asset Builder/Unreal4/Lighting artist
  Projects:
    - ***Annabelle Creation VR- Bee's Room***
    - ***Scoring the Last Jedi 360 VR experience***
    - ***IT Floats VR experience***
    - ***IT home entertainment VR experience***

Thinkwell Group *8/16 - 11/16*
- Modeling using Maya and Zbrush

The Third Floor *6/16 - 8/16*
- Asset modeler for *INFINITY WAR*

Alliance Studios *2/16 - 3/31/16*
- Maya and Zbrush modeling
- Blizzard Entertainment Overwatch statues.

TNG Visual Effects *1/16 - 2/16*
- 3D Modeling and texturing
- TV and Game Cinematic characters

***Institute for Creative Technologies** – 6/10/06 - 7/12/09*
- Lead Character and level artist for SASO and Virtual Patient projects.
- Modeling/Texturing
- Maya character rigging for Unreal engine.
- Unreal engine level design and lighting.

***Neversoft** – 8/05/06 - 5/09/06*
Gun and Tony Hawk Game
- Modeling/Texturing.

Related Skills:
- Maya
- Mari
- Unreal 4r

- Substance Painter
- Zbrush
- Photoshop

Education:
- *The Art Institute of California* Los Angeles, Bachelor of Science degree in Game Art and Design.
- Venice High School, High School Diploma