

R. AGUILAR

ROBERTO AGUILAR

3D Environment Artist
UI/UX Designer

Chicago, IL 60623

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EDUCATION

BA Animation

Columbia College Chicago
Film and Video Department

SOFTWARE

MAIN

Maya, Photoshop, Unity 3D,
After Effects, Illustrator, InDesign,
Crazybump, xNormal, nJob,
Perforce, XnViewMP, Jira

KNOWLEDGEABLE

Blender 3D, Unreal Engine, Lightroom

LANGUAGES

English - First Language Proficiency
Spanish - First Language Proficiency



WORK EXPERIENCE

INFORELIANCE CORPORATION

JAN 2016 - MAR 2017

UI/UX DESIGNER

UI/UX Designer for Mobile & Desktop Applications

- Contracted to the U.S. Department of Defense at the National Center for Telehealth & Technology (T2) (Joint Base Lewis-McChord WA)
- Contributed to the UX team creating User Interface & User Experience design
- Wireframing and logo creation

<http://www.inforeliance.com/>
<http://t2health.dcoe.mil/>

CHICAGO SHIPYARD TOOLS & GAMES

JAN 2014 - DEC 2014

3D ARTIST

3D Artist for Mobile Title

- Created Assets & Props for SPACE TANKS mobile game
- Took Assets & Props from concept to final models
- Models were optimized for export into custom Game Engine
- Tested Game through various iterations
- Coordinated with Project Lead

<http://www.chicagoshipyardgames.com/>

OCTOBER GAMES

JAN 2013 - JAN 2014

3D ENVIRONMENT ARTIST

3D Environment & Prop Artist for PC Titles

- Created Assets & Props for HORROR LEGENDS game
- Horror Legends was greenlit on Steam Greenlight on 12.29.14
- Created Assets & Props for PUPPER MASTER game
- Puppet Master was released for free on IndieDB on 09.01.2014
- Created Texture maps for assets [Diffuse, Normal, Spec]
- Optimized Assets & Textures for Game Engine Performance
- Coordinated with Project Lead

<http://www.octobergames.com/>

NEXT/NOW AGENCY

JUN 2013 - SEP 2013

3D VISUALIZATION ARTIST

3D Visualization Artist for Client Spaces

- Created Environments used for Client Visualization
- Coordinated with Project & Art Lead

<http://www.nextnowagency.com/>

INCONTEXT SOLUTIONS

APR 2009 - SEP 2012

3D ENVIRONMENT ARTIST

3D Environment Artist for Web Visualization

- Full 3D Environment development: Planning, Blocking & Modular Modeling
- Environment optimization for Game Engine Performance
- Enriched Contractor Models & Texture maps

<http://www.incontextsolutions.com/>