

R. AGUILAR

ROBERTO AGUILAR

3D Environment Artist

UI/UX Designer

Chicago, IL 60623

+ 773.366.9749

+ roberto@teamroberto.com

+ <http://www.teamroberto.com/>

EDUCATION

BA Computer 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

INCONTEXT SOLUTIONS

3D ENVIRONMENT ARTIST

2017
CONTRACT

3D Environment Artist for Web Visualization

- Project structure and organization
- Environment optimization for Game Engine Performance
- Enriched Contractor Models & Texture maps
- Asset creation

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

INFORELIANCE CORPORATION

UI/UX DESIGNER

2016 - 2017
CONTRACT

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

3D ARTIST

2014
CONTRACT

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

3D ENVIRONMENT ARTIST

2013
CONTRACT

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

3D VISUALIZATION ARTIST

2013
CONTRACT

3D Visualization Artist for Client Spaces

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

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

INCONTEXT SOLUTIONS

3D ENVIRONMENT ARTIST

2009 - 2012
STAFF

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.incontextolutions.com/>