

R. AGUILAR

ROBERTO AGUILAR
3D Environment Artist

Chicago, IL 60623

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+ 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, Premiere, Crazybump,
xNormal, XnViewMP, Slack, Asana,
Todoist, Perforce

KNOWLEDGEABLE

Blender 3D, Unreal Engine, Lightroom

LANGUAGES

English - First Language Proficiency
Spanish - First Language Proficiency



WORK EXPERIENCE

LIGHTMACHINE CREATIVE DESIGNER

3D Artist / Creative Vision / Animation

- Solo Video-Game Development house
- Story and Narrative creation
- Art and Animation Design

▪ <http://lightmachine.net/>

HALLOWEEN 2020
FOUNDER

INCONTEXT SOLUTIONS 3D ENVIRONMENT ARTIST

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/>

2017 - 2019
CONTRACT

INFORELIANCE CORPORATION 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/>

2016 - 2017
CONTRACT

CHICAGO SHIPYARD TOOLS & GAMES 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/>

2014
CONTRACT

NEXT/NOW AGENCY 3D VISUALIZATION ARTIST

3D Visualization Artist for Client Spaces

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

▪ <http://www.nextnowagency.com/>

2013
CONTRACT

INCONTEXT SOLUTIONS 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.incontextolutions.com/>

2009 - 2012
STAFF

MEDIA CREATION EXPERIENCE

GOBLIN6

RESIDENT EVIL FANSITE

<https://www.goblin6.com/>

Website was established on Halloween 2017, built using WordPress & phpbb. The site covers news pertaining to the Resident Evil series and new titles from Key Creators whom are no longer working on the series.

The site also features game bios and game files for each title in the series.

FEATURES

- A weekly Twitch stream (classic and modern horror games are showcased)
 - + All Twitch sessions are then uploaded to YouTube for archival purposes
- A biweekly podcast (discussing the past, present and future of the Resident Evil series)(as well as horror and gaming)
 - + The podcast is also available on Spotify, Google podcasts and five other services. Episodes are also uploaded to YouTube for users who wish to stream on that site.
- A dedicated Twitter profile sharing site updates, news and stream schedule
- A forum with dedicated sections for Resident Evil discussion
- "The GOBLIN6 files" profiles on key creators and production houses which contributed to the development of the Resident Evil series

LINKS

SITE

- <https://www.goblin6.com>

TWITTER

- https://twitter.com/_GOBLIN6

TWITCH CHANNEL

- <https://www.twitch.tv/gobl6>

YOUTUBE CHANNEL

- https://www.youtube.com/channel/UCK2Vb6-zsmCxe3nR_iZHxLw

PODCAST

- <https://www.goblin6.com/spectre-podcast>

FORUM

- <https://forum.goblin6.com>

GOBLIN6
THE BIOHAZARD SERVER

TEAMROBERTO

PERSONAL WEBSITE & PORTFOLIO

<https://teamroberto.com/>

My personal website was built using Wordpress. Here I showcase my personal and professional Digital Art, ranging from 3D asset creation to UI/UX projects and logo creation.

It also serves as a hub for all of my social media profiles as well as links to my online shops on Society6 and the Unity Asset Store.

I also enjoy blogging and podcasting.

(Using what I learned here served as a base for the creation of GOBLIN6)

FEATURES

- Personal and Professional projects are showcased

+ Most projects also feature "production notes", which show the creative process behind each project

- A biweekly podcast

+ The podcast is also available on Spotify, Google podcasts and six other services. Episodes are also uploaded to YouTube for users who wish to stream on that site.

+ Topics range from personal favorites such as gaming, music, movies, etc

- A dedicated blog where I discuss all inspiration sources and notes on the development of past projects

LINKS

SITE

• <https://teamroberto.com/>

BLOG

• <https://teamroberto.com/blog>

TWITTER

• <https://twitter.com/teamroberto>

YOUTUBE CHANNEL

• <https://www.youtube.com/user/teamroberto>

PODCAST

• <https://teamroberto.com/podcast>

