



AARON LALOR

Programmer & 3D Artist

PROFILE

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 coderwolf.dev/portfolio

EDUCATION

Academy of Interactive Entertainment
10702NAT 2018 – 2019
Adv. Diploma Prof. Game Development

Murdoch University
Online | Murdoch, WA 2017
Distinction General Physics OSCI16

NSW TAFE
Port Macquarie, NSW 2014
Certificate III IT & Digital Media ICA30111
Cisco CCNA Routing & Switches

SOFTWARE

FOCUS

Blender, Cycles, Unity3D, C#

KNOWLEDGEABLE

Maya, Quixel Mixer, Python, ZBrush,
Unreal Engine 4, GIMP, Photoshop,
Substance Painter, source control

EXPERIENCE

Academy of Interactive Entertainment
Environment Artist | Legion Fall 15 weeks

- Manage time efficiently
- Develop and implement a multitude of assets
- Research and adapt to new workflows & software
- Communicate with a team to ensure targets are met effectively, and design choices are consistent

legionfall.itch.io/legionfall

Academy of Interactive Entertainment
Programmer & Technical Artist | Soul Sword 6 weeks

- Create environment and landscape
- Implement assets and build in engine
- Program back-end game manager
- Solve problems, implementing a variety of patches within deadlines

Freelance Character & Environment Artist
Artist & Designer | Multiple Projects ongoing

- Constructed characters inside provided guidelines
- Rendered artwork with realistic & stylized themes
- Interaction with customers
- Managed advertising

artstation.com/coderwolf

ABOUT

Employed over a decade in various professions from retail to full-time courtesy driver. Over this time I have come to interact with people of different backgrounds, required to coordinate a busy daily schedule, and work flexibly in teams or individually.

My background in game development and 3D art is similarly comprehensive, taking an early interest in programming. I quickly expanded to 3D design and appreciated researching theory for physically-based-rendering and material properties, improving my projects beyond expectations.

I take pride in understanding workflows end-to-end, being very flexible in my areas of expertise, both professional & personal. Procedural material design, character creation, up-and-coming technologies in Unity, and an in-depth knowledge of industry first Blender features are the core aspects of my varied skillset.

I am seeking an opportunity to develop my skillset within a professional environment, thank you for your consideration.