

- Peter Aldred -

www.compnext.com

pAldred@compnext.com

(567) 230-6387

Objective -

An Environmental Artist position for a company seeking an individual with skill in building low poly environments and architecture to create detailed and believable worlds.

Education -

Collins College

Tempe, AZ

Graduation October 2008

Bachelor of Arts in Game Design, GPA: 3.85

Class Valedictorian

Skills -

Adobe Photoshop CS2

- ♦ Manipulate and hand paint images to create realistic or caricature textures.
- ♦ Produce textures which are seamless and can be tiled.

Unreal 2004/Unreal 3 Editor

- ♦ Create functional and interactive game environments.
- ♦ Import textures, meshes, and vehicles functionally into the engine.
- ♦ Generate, carve, decorate, and light terrain.

3Ds Max 9

- ♦ Take basic geometry and splines to construct detailed game assets.
- ♦ Optimize, unwrap, and texture game assets.

Mudbox

- ♦ Sculpt high poly meshes to generate normal, diffuse, and ambient occlusion maps.

Proficient in xNormal, Crazybump, TopoGun, Unity, Google SketchUp, and Alchemy

Experience -

Tactical Assault "UDK Mod"

3D Modeler

June 2010 – Present

- ♦ Modeled, Unwrapped, and Textured high and low poly game assets.
- ♦ Used xNormal to bake normal, diffuse, and ambient occlusion maps.

Game-Artist.net

Forum Moderator

June 2010 – Present

- ♦ Provide users with helpful information to better their skills and build a better community through well communicated and regular posting.
- ♦ Enforce the rules of the forums to build a better online community.

Darkworld "Dragon Age Mod"

Lead Designer/3D Modeler

September 2009 – April 2010

- ♦ Wrote/Compiled/Edited information for the game design document.
- ♦ Defined the art style for the game and created a pipeline for importing assets into Unity 3D.
- ♦ In charge of recruiting members into the project and defining the art style.
- ♦ Sculpted high poly assets from swords, objects, and buildings using Mudbox.

Protonic Entertainment

Tempe, AZ

Environmental /3D Modeler

November 2007 – October 2008

- ♦ Collaborated on the design document for an Unreal 2k4 mod, Eternal Winter.
- ♦ Managed incoming work, evaluated, and assigned tasks to other members.
- ♦ Modeled, Unwrapped, and Textured low-poly game assets.

Collins College

Tempe, AZ

Student Assistant

August 2006 – October 2008

- ♦ Provided educational assistance to students with disabilities by tutoring in a variety of subjects, and recording class lectures.