

- Peter Aldred -

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Summary -

An 3D Environmental and Props Artist with over 5 years of modding experience. Skilled in creating detailed textures, models, and materials.

Education -

Collins College

Tempe, AZ

Graduation October 2008

Bachelor of Arts in Game Design, GPA: 3.85

Class Valedictorian

Software -

3D Studio Max
Illustrator
Alchemy
xNormal

Photoshop
TopoGun
Mudbox
ZBrush

Unreal 3/UDK
Google SketchUp
Unity Tool Set

Experience -

Tactical Assault “UDK Mod”

Art Coordinator/3D Modeler

June 2010 – Present

- ♦ Managed incoming art assets, evaluated, and assigned tasks to other members.
- ♦ Created material networks in UDK make static meshes pop with life and detail.
- ♦ Modeled, Unwrapped, and Textured low-poly game assets and environments.
- ♦ Used xNormal to bake normal and ambient occlusion maps from sculpted high poly meshes.

Emotional Robots Inc. “Warmgun: Carnival of Bullets”

Environmental /3D Modeler

July 2011 – September 2011

- ♦ Optimized preexisting assets to boot performance of the iOS device.
- ♦ Created material networks in UDK make static meshes pop with life and detail.
- ♦ Modeled, Unwrapped, and Textured low-poly game assets and environments.

Game-Artist.net

Forum Moderator

June 2010 – November 2010

- ♦ Provide the 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.
- ♦ Delete spamming posts, topics, and to give warning to users who misuse the forums.
- ♦ Organize new competitions for the users of the forums to participate in.

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.