

# Antonio Aiello

1540 Shafter Avenue • San Francisco, CA 94124 • 262.818.2879 • [tristamus@gmail.com](mailto:tristamus@gmail.com)  
[www.tristamus.com](http://www.tristamus.com)

## ENVIRONMENT ART & ASSETS / HI-POLY & LOW-POLY MODELING / TEXTURING / PROP DESIGN / LIGHTING / PROTOTYPING / TEAM GAME PRODUCTION

*As a passionate 3D GAME ARTIST*, I am looking for an exciting opportunity with an established game development company to leverage my artistic abilities throughout the development process of a high-quality product that will reach millions of users.

### EDUCATION

**BFA Degree in Game Development**, The Illinois Institute of Art, Chicago, IL - June 2009 (GPA - 3.6)

### Working Skills:

- High & low-poly modeling & sculpting
- UV mapping, texturing, and baking
- Texturing photo-realistically or following a given style
- Proper edge flow and retopology techniques
- Modular asset building & tiling textures
- Excellent knowledge of 3D art pipelines, production
- Takes initiative & works very well with minimum supervision
- Quick to adapt and a very helpful teammate
- Strives for maximum quality at all times
- Trilingual (**English, Japanese, Italian**)

### Completed Projects:

**Path: Romantic Parkour** - As part of a 7-member team, designed and modeled dozens of assets to be used in the environment of a game that was made with Unity 3.5 – Personally designed 3D assets, managed assets, and developed the concept with the team. This game was completed within 48 hours for the “What Would Molydeux” World Game Jam of 2012 in San Francisco. You can download and play the game by clicking on Path: Romantic Parkour within this resume.

**Infinite Robot** – As part of a 6-member team, I utilized several industry tools including Unity, Maya, ZBrush and Photoshop, creating a scene built using modular methods. The game’s main input is controlled by the Kinect, and the players’ motion drives the game-play. This game was completed within 48 hours for the Global Game Jam of 2012 in San Francisco. You can download and play the game by clicking on Infinite Robot within this resume.

**CORE TOOLS** - Autodesk Maya, Pixologic ZBrush, Adobe Photoshop, Unity, UDK / Unreal Engine 3, xNormal

### EXPERIENCE – GAME & APP DEVELOPMENT

**Lead 3D Artist, ZippyBrains** - 2011 to Present

Working with a team of developers to produce a game app for the iOS market to be used on mobile phones and tablets. Personally in charge of 3D Modeling & Texturing environments and creatures.

**Lead Instructor, iD Tech, University of Santa Barbara, CA** - Summer 2011

Worked in tandem with senior faculty to craft instructional sessions geared towards the advancement of game development technologies, including special projects focusing on game design, characters and gaming assets, and animation. Classes provided intensified study of UDK / Unreal Engine 3, Adobe Photoshop and Maya.

### PROFESSIONAL RECOGNITION

- “Path: Romantic Parkour” praised on [EDGE Magazine](#), [GiantBomb](#) - “Heartwarming stuff!” – EDGE Magazine.
- “Best 3D Art” & “Technical Excellence” - *Infinite Robot* won 2 awards at Global Game Jam 2012, San Francisco
- “Honorable Mention – Best non-FPS mod”, *Macchinisto* in the “Make Something Unreal Contest ‘09”
- “Best in Show – Game Development Major”, ILIC Portfolio Show, Chicago, IL 2009
- Recognized for Excellence in 3D Modeling, FAME 2007 Chicago, IL
- Recipient, Wisconsin Regional Scholastic Art Award for Excellence in Visual Design (Silver Key), 2005
- Level designs displayed on [fpsbanana.com](http://fpsbanana.com), [jk3files.net](http://jk3files.net), Top Rated on Site 9.5 / 10

### EXTRACURRICULAR ACTIVITIES / INTERESTS

- Very much enjoy learning new languages and cultures
- Traveling abroad, getting lost in other countries months on end, such as Tokyo, Japan
- Constantly attend meet-ups and industry events such as GDC, E3, and many others