

Aldo Vicente

3D Artist

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Portfolio: AldoVicenteCG.com www.artstation.com/artist/aldovicente50

Summary:

A 3D Artist with 4 years of professional experience modeling, sculpting, texturing, and shading CG characters, vehicles, and environment assets for games, product visualization and pre-rendered advertising. Author of nearly a dozen professional workflow tutorials, commissioned by industry clients; Redshift Rendering, Quixel and 3DArtist magazine. A Resourceful and dedicated learner with a strong work ethic, a team mentality, and a positive attitude. Understands the importance of efficiency, organization, and communication in a team environment.

Education:

The Art Institute of California-San Diego

Bachelor of Science, Media Arts and Animation

December 2012

Software Experience

Maya, 3D Studio Max, Zbrush, Vray, Redshift, Nuke, Photoshop, Quixel Suite 2, Substance Painter, Substance Designer, HDR Light Studio, Marvelous Designer, Headus, RoadKill,

Work Experience:

3D Character Artist at Obsidian Entertainment June 2017 – Current, Irvine, California

-Creating High-Poly Characters (clothing, armor, accessories and anatomy) using Marvelous Designer, Zbrush and Maya.

-Retopologizing High-Poly characters in TopoGun to create low-poly, engine ready character models.

-Baking Detail Maps and Texturing/PBR Shading Character assets in Substance Painter.

3D Tech Lead at 3DExcite March 2017 – June 2017, Royal Oak, Michigan

3D Generalist at 3DExcite January 2015 – March 2017, Royal Oak, Michigan

-Creating 3D Imagery for Automotive Advertising for Chevy, Buick, GMC, Cadillac and Detroit Diesel

-Vehicle and Product Lighting and Rendering in VRAY

-Camera-Matching, Lighting and Shading CG Vehicles for live action back plate integration.

-Rigging Vehicles for Animation

-Multi-Pass Compositing in Nuke with EXR 2.0

3D Artist at Aurora Spine

January 2014 – January 2015 Carlsbad, California

-Creating 3D imagery for Medical Animations, Surgical Technique Manuals, Advertising and Tradeshow graphics.

-Modeling/Sculpting Organic Anatomy and Hard Surface Surgical Implants and Instrumentation

-Rigging/Animating Characters and Instrumentation

-Post Production / Video Editing in Premier and After Effects

3D Production Artist at Machine Union

January 2013 – January 2014 Bonita, California

Animal Voyage: Island Adventure

-Modeling, Sculpting and Texturing Environments and Characters.

-Materials/Lighting

- Character Rigging

Professional Workflow Tutorials:

Redshift Cameras and Lens Shaders Tutorial series – Commissioned by Redshift

I created a set of video tutorials for Redshift's tutorial series covering Camera Types, Photographic Exposure, Tone mapping, Bokeh, Depth of Field, and Unified Sampling controls in Redshift.

These are available on the [Redshift Youtube Channel](#)

QUIXEL Suite 2 DDO Tutorial – Commissioned by Quixel

Created a Tutorial on using Quixel Suite 2 with MILA shaders in Mental Ray. Visible on [Quixel.se](#)

3DArtist Magazine Issue #64 – Cover Art and Tutorial – Modeling, Shading, Rendering Vehicles

3DArtist Magazine Issue #67 – Cover Art and Tutorial – Physically Based Rendering

3DArtist Magazine Issue #75 – Tutorial – Texturing and Shading a Superbike in Mental Ray

3DArtist Magazine Issue #81 – Tutorial - Modeling, Texturing, and Shading CG Characters

3DArtist Magazine Issue #100 – Tutorial - Shading , Lighting and Rendering in Redshift Renderer