

# Aldo Vicente

## 3D Character Artist

**Contact:**        [\(619\)-829-0649](tel:(619)829-0649)                      [Aldo.Vicente.CG@gmail.com](mailto:Aldo.Vicente.CG@gmail.com)

**Portfolio:**        [www.aldovicentecg.com](http://www.aldovicentecg.com)

### Summary:

A 3D Artist with 5 years of professional experience modeling, sculpting, texturing, and shading CG characters, creatures and vehicles, 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, Zbrush, Marvelous Designer, Substance Painter, Unreal Engine 4, Handplane Baker, Photoshop, Marmoset Toolbag, Vray, Redshift, Nuke, HDR Light Studio,

### Work Experience:

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

- Creating High-Poly Characters (clothing, armor, accessories and heads) using Marvelous Designer, Zbrush and Maya.
- Retopology/ UV layout in Maya to create low-poly, engine ready character models.
- Baking Hi-Res maps in Handplane and Texturing/PBR Shaded Character assets in Substance Painter.
- Importing characters to UE4, setting up character materials with fabric detail maps, cloth fuzz, sss etc.
- Providing feedback and helping with the approval process for outsource assets with the character team.
- Working with Rigging TDs to ensure character construction / topology is well optimized and rig-ready.

**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.
- 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
- 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](#)

**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 #100 – Tutorial - Shading , Lighting and Rendering in Redshift Renderer**