

# Aldo Vidal

## 3D Character Artist

**Contact:** (619)-829-0649 Aldo.Vicente.CG@gmail.com

**Professional Portfolio:** <https://aldovicentecg.com/>

**Artstation (Personal Portfolio):** <https://www.artstation.com/aldovicente50>

### 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, Photoshop, Marmoset Toolbag, Vray, Redshift, Nuke, HDR Light Studio,

### Work Experience:

**Senior Character Artist at Sledgehammer Games**  
Mateo, California

February 2021 - Current San

-Shipped Call of Duty Vanguard

**3D Character Artist at Sledgehammer Games**  
Mateo, California

September 2019 – February 2021 San

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

-Some outfit designing and concepting- either kitbashing from parts library in Zbrush, or on the physical mannequin using available gear and clothing from our in house scan room.

-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.

-Setting Up Characters in Engine, setting up character materials with fabric detail maps, cloth fuzz, sss etc.

-Working with Rigging TDs to ensure character construction / topology is well optimized and rig-ready.

-Shipped Call of Duty; Black Ops Cold War- Made 6 Character Outfits for the Vietnam level.

**3D Character Artist at Obsidian Entertainment**  
California

June 2017 – August 2019, Irvine

- 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 Tradeshows 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