Saul Aguilar

3-D Environment Artist

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Summary:

An enthusiastic 3-D Environment modeler who loves hard surface modeling and working with game engines to create environments and VR content.

Technical Experience:

*Highly Skilled***:** Autodesk Maya (2011-2017), Unreal Engine 4

*Proficient***:** Unreal Engine 4 Blueprint Scripting, Substance Painter, Zbrush, Adobe After Effects CS6, Adobe Photoshop CS6, Vicon Blade, Headus UVLayout, Unity 5

*Familiar***:** Mudbox, MotionBuilder, Unity C# script, SpeedTree, 3D Coat

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Skills:

Model props and assets in Maya and texture in Substance Painter. Can heavily optimize game engines to run efficiently. Strong understanding in Unreal Engine 4 Visual scripting. Fast learner and able to work in teams.

Experience (Student Work):

Nightmare or Reality VR game (Individual project):

Created a Google Daydream VR for mobile Android phones. Created 3D assets using Maya, Zbrush and Speedtree. Game uses complex blueprint scripting to create random environment assets and events.

November 2017

May 2016

Police Station Environment (Individual project):

Created an interior police station that has been taken over plants from the inside out using Unreal Engine 4. Assets were created in Maya, UV mapped in Headus UVLayout and textured in Substance Painter. Created particle effects, instance materials, lighting and blueprints to push scene's mood.   Environment was optimized for Android devices and published in the GooglePlay Store.

Helix Facility Environment (Group project):

July 2015

Modeled and textured props for a Sci Fi game in a team of three. Created blueprints and lighting within Unreal Engine 4.

Education

Ex'pression College, Emeryville, CA

Graduated May 2016

Bachelor of Applied Science, Game Art and Design