

AARON DESIN

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Relevant Skills

Engines:	Unity3D, Unreal 4, MonoGame, Lumberyard, GameMaker
Applications:	Maya, Substance Painter, Blender, Photoshop, Illustrator
Languages:	C#, C++, Python, Java
Technical:	Tool Design, VFX, UI/UX, Level Design, Graphic Design
Production:	JIRA, Agile Development, Cross-Functional Team Collaboration

Relevant Experience

Art Lead / Technical Artist: Hathos Interactive (Jan 2017 - Present)

- ▶ Directing a team of five game artists and technical artists
- ▶ Representing interests of art team while interfacing with creative director, engineering lead, and producers
- ▶ Developing shader control scripts, 3D art assets, animation controllers, and sound effects

Technical Artist: EAE Master's Studio (Aug 2016 - Jan 2017)

- ▶ Contributed to six limited-time game projects with various technologies, team compositions, and constraints
- ▶ Provided scripts/blueprints, 3D/2D art, effects, and sounds/music for four additional game jam projects

Selected Projects

Clawface (Jan 2017 - Present)

- ▶ 80s-styled 3D top-down isometric twin-stick shooter built on Unity3D
- ▶ Directing art team to devise and implement a unique hand-painted PBR/cel-shaded 3D art style
- ▶ Designed and developed a level editor, sound system, and camera sequence editor using C#

Broken Skies (Feb 2017 - Present)

- ▶ 3D arcade flight-combat game on Unity3D created as a personal project
- ▶ Implementing a custom arcade-style flight model and physics system
- ▶ Building gameplay systems such as AI stimulus system, aircraft customization, and input mapping

Dr. Color Digital Adventure (Dec 2016 - May 2017)

- ▶ 3D educational game for young children to teach primary and secondary colors through mixing
- ▶ Contributed C# scripts, responsive UI, 2D/3D art, effects, and music

Railcar Revenge (Nov 2016)

- ▶ 3D turn-based western action game built on Unreal Engine 4 for 2016 Epic Mega Jam
- ▶ Created Blueprints for AI and room generation
- ▶ Developed all 3D models and textures, and designed and developed UI

Route 95 (Dec 2015 - Jun 2016) Technical Achievement Award, 2016 UCSC Sammy Awards

- ▶ 3D audiovisual experience and music-making tool with procedural elements built in Unity3D
- ▶ Pitched game razor, directed and produced for team of four, scripted music creation tool and UI

Education

M.S., Entertainment Arts & Engineering: Technical Art

University of Utah, 2018

B.S., Computer Science: Game Design, Cum Laude

University of California, Santa Cruz, 2016