

Dustin Aber

Artist and Educator

www.dustinaber.com

San Jose, CA

408-512-1528

dustin.aber@runbox.com

OBJECTIVE

Use my background in traditional art to help bring engaging creations to the digital realm. Draw from my breadth of experience to teach and guide developing artists who have a passion for craft.

SKILLS

- Digital Arts: Environment art (modeling, texturing, lighting, materials, and layout) for PC, mobile, and console games. Subdivision and digital sculpting workflows. Rendering for game production, environmental animation, particle effects, and basic rigging.
- Software: Maya, 3DS Max, Zbrush, Substance Painter, UE4/UDK, Mudbox, Photoshop, xNormal, nDo, and Softimage. Perforce, Tortoise SVN, After Effects, and Premier.
- Traditional Arts: Advanced figure and portrait maquette sculpting in plastalina clay. Drawing in multiple media, acrylic painting, and photography.

EMPLOYMENT HISTORY (OVERVIEW)

Cogswell Polytechnical College: Sunnyvale, CA Adjunct Instructor	01/2012 – Present
Academy of Art University: San Francisco, CA Adjunct Instructor / Contract Online Course Designer	07/2011 – Present
Freelance 3D Artist: San Jose, CA	02/2012 – Present
The Multiverse Network, Inc.: Mountain View, CA 3D Artist	08/2007 – 11/2010
Vicarious Visions, an Activision Company: Mountain View, CA Associate Artist	07/2006 – 06/2007
Locomotive Games, a THQ company: Santa Clara, CA Quality Assurance Tester	03/2006 – 06/2006

EDUCATION

Cogswell Polytechnical College: Sunnyvale, CA B.A. Computer Video Imaging, Modeling and Animation	2005
<ul style="list-style-type: none">• Cum Laude• Presidential Honor Roll• Dean's Honor Roll	

EMPLOYMENT HISTORY (DETAILED)

Cogswell Polytechnical College: Sunnyvale, CA **01/2012 – Present**

Adjunct Instructor: *Digital Arts & Animation Dept. / Game Design & Development Dept.*

- Teach advanced 3D environment and character modeling courses.
- Teach traditional figure and portrait sculpture.

Academy of Art University: San Francisco, CA **07/2011 – Present**

Adjunct Instructor / Contract Online Course Designer: *School of Game Development*

- Teach graduate environment modeling and texturing courses.
- Developed multiple online courses related to the topics of Environment Art, Texturing and Lighting, and Hard Surface Modeling. Courses include text, images, video content, and example materials.

Freelance 3D Artist: San Jose, CA **02/2012 – Present**

Shadow Squirrel Games

- 3D Character Modeling for upcoming strategy board game

Industrial Light & Magic/Lucasfilm: San Francisco, CA

- Taught a 3-day workshop

nth Degree Design and Visual Effects, Inc.: Orlando, FL

- Vehicle Modeling and Texturing for Disney: Test Track at EPCOT for Walt Disney Imagineering

Project X Productions at Cogswell College: Sunnyvale, CA

- Modeled stylized 3D portraits for Driven short film

The Multiverse Network, Inc.: Mountain View, CA **08/2007 – 11/2010**

3D Artist

- Modeled, textured, and lit environments and vehicles for ***Pandora: ROVR, Warbase, Multiverse: Places/ Virtual Times Square***, real-time Flash online ARPG series (***Battle, Team Battle, Battle: Realms at War***) and other unannounced multiplayer Flash and MMO projects using 3DS Max, Softimage, and in-house tools.
- Performed a variety of additional art tasks, such as UI element creation, effects, animation, and technical art tasks (including providing technical art support for internal and external developers).

Vicarious Visions, an Activision Company: Mountain View, CA **07/2006 – 06/2007**

Associate Artist

Spider-Man 3 (PS2, Wii)

- Modeled, textured, and lit environments, converted existing art assets for appropriate use on different platforms, and placed them in the game world using 3DS Max and in-house tools.
- Lit environments and characters, and created effects for rendered cutscenes.

Locomotive Games, a THQ company: Santa Clara, CA **03/2006 – 06/2006**

Quality Assurance Tester (Contract / ACRO Service Crop)

Disney/Pixar's Cars (PSP)

- Worked directly with the engineering team and reported to the executive producer to ensure that the game was delivered to the highest standard of quality.