

Dustin Aber

Digital Artist

www.dustinaber.com

Winston-Salem, NC

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408-442-4940

SKILLS

- Environment and Hard-Surface Modeling
- Subdivisional and Low-Poly Modeling
- Digital Sculpting
- Character Modeling
- UVs and Baking
- PBR Shaders, Texturing, and Materials
- Scene layout and Set-Dressing
- Collision and LODs
- Mesh Optimization and Retopology
- Lighting (lightmaps, dynamic, and ray-traced)
- Rendering (real-time and pre-rendered)
- Environmental and Mechanical Animation/Rigging
- PC, Mobile, Console and VR platforms
- Traditional Sculpting, Drawing, and Painting
- Human and Quadruped Anatomy

SOFTWARE

- Autodesk Maya
- Autodesk 3DS Max
- Zbrush
- Substance Painter
- Substance Sampler/Alchemist
- Unreal Engine 4 (UE4/UDK)
- Unity Engine
- Adobe Photoshop
- Marmoset
- Marvelous Designer
- Sketchup
- Version Control (Perforce, Tortoise SVN, and GIT)
- Adobe After Effects
- Adobe Premier

ANCILLARY SKILLS: Technical documentation, curriculum development, customer/client-facing technical support, task management, and presentations and public speaking

EMPLOYMENT HISTORY (OVERVIEW)

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| Freelance 3D Artist: Winston-Salem, NC Walt Disney Imagineering, Shadow Squirrel Games, EFish Games, HACCTX, ILM | 02/2012 – Present |
| University of Silicon Valley (formerly Cogswell College): San Jose, CA Adjunct Instructor | 01/2012 – Present |
| Academy of Art University: San Francisco, CA Adjunct Instructor / Contract Online Course Designer | 07/2011 – 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

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| University of Silicon Valley (formerly Cogswell College): San Jose, CA B.A. Computer Video Imaging, Modeling and Animation <ul style="list-style-type: none">• Cum Laude, Presidential Honor Roll, Dean's Honor Roll | 2005 |
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EMPLOYMENT HISTORY (DETAILED)

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

- Weapon and environment assets and animations for an upcoming VR fighting game.

Mediaworks for the Hungarian-American Chamber of Commerce, Texas

- Managed the art team, technical art (lighting, rendering, and rigging), and support animation for a commercial promoting the Texas business climate to Hungarian companies

Shadow Squirrel Games

- 3D Character Modeling for *Wanted Earth*, a 3D printed sci-fi strategy board game

Industrial Light & Magic/Lucasfilm: San Francisco, CA

- Taught a 3-day workshop on the Unreal Engine pipeline

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

- Vehicle asset creation 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

University of Silicon Valley (formerly Cogswell College): San Jose, CA **01/2012 – Present**

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

- Teach advanced 3D environment and character modeling courses, as well as 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 and undergraduate environment modeling and texturing courses.
- Develop multiple online courses related to Environment Art. Courses include text, images, video content, and example materials.

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*, a real-time Flash online ARPG series (*Battle, Team Battle, Battle: Realms at War*) and other unannounced multiplayer/MMO projects.
- UI element creation, effects, animation, and technical art tasks. Provided technical art developer support for internal and external teams.

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 assets for appropriate use on different platforms, and placed them in the game world.

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

Quality Assurance Tester (Contract / ACRO Service Corp)

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.