

Raul Aparicio

Environment Artist

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Phone: (469)

WORK EXPERIENCE:

Sony Santa Monica

Senior Environment Artist/Point person God of War Ragnarock

Senior Environment Artist God of War

(Sept 2015 - Present 2021)

Gnomon - School of Visual Effects and Games

Instructor of the environment art class. 3 terms (1 year)

Hammer & Chisel (Presently known as Discord)

Senior Environment Artist

(Nov 2013 - April 2015)

Gearbox Software

Senior Environment Artist

(April 2012 - Nov 2013)

Brilliant Colors

Contract 3D Artist

(Jan 2012 - June 2012)

Id Software

Environment Artist

(March 2010 - Jan2012)

Element X Creative

3D Technical Artist

(Feb 2007 - Nov 2009)

Skills:

Maya, Houdini, Unreal 4, Zbrush, Photoshop, Substance Suite.

Lectures

Voxel School Talk 2021 (Madrid, Spain) Topic : The environment art of God of War.

Devcom Talk 2020 (Germany) Topic : Environment art workflows.

Numerous guest speaking at various universities across the country in behalf Sony Santa Monica.

COMMUNITY CONTRIBUTIONS:

Industry Giants 2009 - 2011 Web Designer

Industry Giants 2012 - Lecturer (Game asset pipeline)

Industry Giants 2014 - Lecturer (World building)

