



Profile

I am a concept artist, modeler and texture artist adept with pencils, inks, digital painting and photo manipulation programs, as well as 3D modeling and computer animation programs.

Technical Qualifications and Proficiencies

- Autodesk Maya
- Unreal Tournament 3 Editor
- Pixologic ZBrush
- Headus UV Layout
- CrazyBump
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Adobe After Effects
- Wacom Intuos 3 Tablet

Specialized Skills

- Character & Environment Concepts
- Orthographic & Action Illustrations
- 3D Character & Asset Modeling
- UV Unwrapping for 3D Models
- Texturing for 3D Models
- Digital Sculpting for Normal Map Creation

Education

Bachelor of Fine Arts - Game Art & Design

2006-2009

The Art Institute of Atlanta, Atlanta, GA

- Graduated Summa Cum Laude. (Cum G.P.A. 4.0)
- Received the Best Portfolio Award for the Game Art & Design Bachelor of Fine Arts program
- Received Outstanding Contributions to the Department award for the Game Art & Design program
- Received Outstanding Academic Performance award for the Game Art & Design program

Post Baccalaureate work in Art and Philosophy

1996-2000

University of Arkansas at Little Rock, Little Rock, AR

- Received the Jack and Wilma Diner Acquisition Award (Artwork is now in the permanent collection at UALR)
- Received the Sketch Box Gallery, Inc. Award

Bachelor of Fine Arts - Media Arts & Industrial Design

1991-1996

The Ohio State University, Columbus, OH

- Graduated Cum Laude. (Cum G.P.A. 3.54/Major G.P.A. 3.96)
- Excellence in the Arts award recipient
- Arthur Andersen Consulting Graduate/Undergraduate Exhibition Award

Professional Experience

Intern

2010-Present

World Touch Gaming, Cumming, GA

- Creating all art content (concept art, logo & graphic design, 3D models/textures, rigs, animation and special effects) for new "Flaming Flamings" 3 X 5 video slot machine using standard pipeline process.

Freelance Artist

2008-Present

aaronrault.com

- Created environment concept drawings and game cover illustrations for GamesThatWork (Big Fun Development Corporation) in Atlanta, Georgia.
 - Concept drawings and in-game painted backgrounds for SimuLearn project for the US Army called "Army Influence Trainer." Project shipped February 2009 for Iraq-bound captains, and, in 2010, was adopted into the core curriculum for all captains.
 - Game cover illustration and concept drawings for an XBOX 360 learning game called "Tee Zero." This game is scheduled to ship in early 2011.



Service Bureau Lab Assistant and Store Supply Clerk

2006-2009

The Art Institute of Atlanta, Dunwoody, GA

- Supported the AIA student body by providing computer lab and printing technical assistance (service bureau) and selling merchandise and textbooks (supply store).

Senior Analyst

2004-2006

Alltel Corporation, Little Rock, AR

- Managed, coordinated and executed direct marketing campaigns, including development of targeting methodology and testing strategies.
- Created quarterly metrics reports of all campaigns processed by team.
- Led process improvement initiative, which cut processing time by 47%.

Data Administrator

2000-2004

Acxiom Corporation, Conway, AR

- Sourced ad hoc and standard prospect lists from multiple databases containing millions of consumer records. List generation included but was not limited to suppressing, merging, purging and reformatting data.
- Ensured that projects delivered met the current quality assurance process requirements.
- Built and maintained two Acxiom InfoBase database products.
- Led in the development and implementation of an Internet Directory Assistance product, including design, documentation, communication, testing and consultation.
- Recipient of three Acxiom Excellence Awards.

Research/Teaching Assistant

1998-1999

UALR Physics/Applied Science, Little Rock, AR

- Conducted independent physics research and experiments in the areas of holography and optics.
- Tested, evaluated and documented various films, lasers and holographic setups.
- Researched, designed and documented specialized holographic applications.
- Developed/taught Physics 4399/5399 - Principles of Optical Holography.
- Developed the Holographic Module for the Arkansas Physics Lending Library (APLL) sponsored by the National Science Foundation.

Health Advisor/Tech Support

1996-2000

Baptist Health HealthLine, Little Rock, AR

24-hour Emergency Service Desk Attendant

1992-1996

The Ohio State University, Columbus, OH

References

Available upon request.