

# Aron Zoellner

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## OBJECTIVE

I would like to be involved in a forward thinking team with the intent to merge mediums such as interactive games, film, and sound into new and innovative products.

## SKILLS

- Maya, 3D Studio Max, Photoshop, Illustrator, Mudbox, Speedtree, Hero Engine, Pro Tools, After Effects, Premiere, Max Script and MEL Scripting.

## EXPERIENCE

**Simutronics Corp**, St. Charles MO

**November 2003 - present**

Lead Technical Artist / Animator

*Hero's Journey* (PC) (In production)

Hero Engine (PC MMO game engine software)

Lead Technical Artist

- Maintain and Extend art pipeline with Max script and Hero Engine
- Ported core of 3dsMax pipeline to Maya via mel script
- Create custom tools in Max script to improve work flow and efficiency for artists
- Rigged Characters and developed techniques specific to certain creature types
- Write tools to make rigging easier for other animators
- Assisted in interviewing potential new artists and reviewing their portfolios
- Creating global naming schemes for all game assets
- Assist in designing and testing of new tools and work flows for Hero Engine
- Train Hero Engine clients on how to create the art content for their project
- Support any client issues and help troubleshoot and/or design ways to solve them
- Assist in the sales of Hero Engine by demoing the product at tradeshow and client offices
- Writing and documenting policies regarding, naming conventions and work flows techniques for the entire art team.
- Document the processes used between 3dsmax, maya, speedtree, photoshop and heroengine
- modeled, textured, and animated multiple characters for Hero's journey and to demonstrate Hero engine in both 3ds Max and Maya
- Modeled and textured various environmental architectural and dressing assets for both Hero's Journey and Hero Engine
- Mentored less experienced artists
- Helped to train off site world builders in world sculpting and lighting
- built FX's with various fx nodes in Hero Engine for Hero's Journey, this includes, lights, swooshes, particles, and more
- Painted sky backgrounds
- Assisted in the development of prototype environments for potential Hero Engine licensee's, this includes all needed assets, characters, animation, FX, and world building

**Freelance artist/sound designer**

**Spring 2007 - Present**

Various Commercial spots

- Sound editing and mixing
- Acquiring and recording Foley sound
- Extending and building upon ideas collaboratively with the given client
- Developing techniques to execute clients needs
- models, textures , and animation with Maya

**EDUCATION**

**Savannah College of Art and Design, Savannah, GA**

**August 2002**

**Honors Cum Laude, GPA 3.6**

BFA in Character Animation with a minor in Sound Design