AG

Aaron Graham - Game Artist and Programmer
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Objective

- Work in Programming, Animation, or 3D Modelling

Experience

- **Projects**
  - 3D Modeling
    - WPI's First Responder AR Training NIST Grant Proposal Art – March 2018
    - LEGO BIONICLE Turaga Nokama 3D Model – February 2018
    - LEGO BIONICLE Toa Mata Tahu 3D Model – November 2017
    - PBR Textures for Wood and Rock made in Photoshop and 3DS Max – October 2016
    - Full Render of Living Room made with Photoshop, Zbrush, and 3DS Max – November 2016
    - Mars Attacks! Martian model turntable made in ZBrush, 3DS Max, XNormal, Photoshop, and Unreal – December 2016
    - Eyeball Model made in 3DS Max – October 2016
    - Revolver Ocelot headscult made in Zbrush – September 2016
  - 3D Animation
    - Logo Animation – February 2018
    - Various Walk and Run Cycles/Game Ready Loops – September 2017
    - Facial Takes/Character Animation – September 2017 - present
  - 2D Animation
    - Interactive Nature Animation – October 2017
  - 2D Art
    - Various Figure Drawing Pieces – February 2018
    - Pixel Art Assets for Skeleton Quest made in GameMaker and JPixel– October 2016 to Present
    - Environmental Assets for Banishment – September 2015 to October 2015
    - Diffuse Maps for PBR Textures for Wood and Rock made in Photoshop – October 2016

- o Games
  - Islands: Programmer, Artist, Audio Designer, Writer – February 2018
  - Acid Party: Artist, Audio Designer, Writer – January 2018 to March 2018
  - Skeleton Quest: Programmer, Artist, Audio Designer – October June 2017 to Present
  - Skeletons vs Swords – November 2017
  - Beefcake to Beefcake: Programmer, Audio Designer – November 2016
  - Wildlands: Writer – October 2016 to Present
  - Dungeon Combat: Programmer, Audio Designer – October 2014 to September 2016
  - A Carpenter's Tale: Programmer, Artist, Audio Designer – October 2016
  - Banishment: Programmer, Artist, Audio Designer, Writer – September 2015 to October 2015

- **Work**
  - o Foodrunner • Mile Marker One • Gloucester, MA • May – Aug 2015, 2016
  - o Expo/Foodrunner/Fry Cook • Seaport Grille • Gloucester, MA • May – Present

Skills
- 3D Art
  - o Skilled in ZBrush, XNormal, Maya, and 3DS Max (can transfer fluidly between ZBrush, Maya, and 3DS Max)
- 2D Art
  - o Skilled in Photoshop, Gimp, Adobe Animate/Flash, PTOP, JPixel, and GameMaker Sprite Editor
  - o Trained in Figure Drawing, 2D Animation Gestures, and Bargue
- Tech
  - o Skilled in C++, Java, Visual Basic, GML, Racket, C, Unity and Max (the programming language)
- Audio
  - o Reaper, Synthfont, FL Studio, Ableton Live, TuxGuitar

Professional Development
- Boston Festival of Indie Games • Boston, MA • September 2016
- WPI Booth at Pax East 2018 • Boston, MA • Upcoming in April 2018

Activities
- Worcester Polytechnic Institute Game Development Club • Worcester, MA • September 2016 to Present
- Worcester Game Pile • Worcester, MA • September 2015 to Present

- Member of the WPI Ballroom Dance team • Worcester, MA • August 2016 to May 2017
- Member of the WPI Alliance (Gay Straight Alliance) • Worcester, MA • August 2015 to Present
- Member of National Honors Society • Danvers, MA • February 2013 to May 2015
- Member of Diversity in Games • Worcester, MA • November 2017 – Present
- Member of the WPI Fencing Team • Worcester, MA • August 2017 - Present

Education
- Bachelor's Degree of Science in Interactive Media and Game Design • May 2019 • Worcester Polytechnic Institute (WPI) • Worcester, MA
- High School Diploma • Headmaster's List • May 2015 • St. John's Prep • Danvers, MA

Leadership
- President • Always our Brothers and Sisters, St. John's Prep's Gay Straight Alliance • September 2014 to May 2015
- Squad Captain • St. John's Prep Fencing Team • May 2014 to May 2015
- Interim President of Diversity in Games • Worcester, MA • August 2017 – November 2017
- Vice President of Diversity in Games • Worcester, MA • November 2017 - Present