

AARON HAMILTON

ENVIRONMENT ARTIST

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EXPERIENCE

PLAYABLE WORLDS

Star's Reach | Senior Environment Artist | 2023 - 2026

- + Crafted stylized foliage, props, weapons, materials, and modular building assets for the PC MMO *Star's Reach*.
- + Developed stylized ground and cliff materials for the game's procedurally generated, deformable voxel terrain.
- + Sourced, reworked, and organized third-party assets into biome-specific collections for procedural world generation.
- + Collaborated with art, design, and engineering teams to resolve technical issues, implement assets, and optimize performance.

LIQUID DEVELOPMENT

Halo Infinite / Unannounced Title | Contract 3D Artist | 2023 - 2024

- + Created detailed hard-surface armor for *Halo Infinite*, from high-poly models to optimized in-game assets.
- + Modeled high-poly modular weapon assets for an unannounced AAA franchise title.

ARTCRAFT ENTERTAINMENT

Avatar: The Last Airbender MMO Pitch Demo | Senior Environment Artist | 2021 - 2022

- + Created stylized environment assets, material shaders, and modular building kits for an internal MMO pitch demo.
- + Built a playable demo level from early graybox through final set dressing and polish.
- + Worked with art and design leadership to refine layout, readability, and visual direction.

Star Wars MMO Pitch Demo | Environment Artist | 2020

- + Created modular environment assets and assembled the final demo level for an internal MMO pitch demo.

Crowfall | Environment Artist | 2016 - 2021

- + Developed stylized environments for *Crowfall*, a PC MMO shipped in 2021.
- + Created game-ready props, buildings, mounts, weapons, and creature assets.
- + Designed and built gameplay spaces from rough layout through final set dressing.

BALANCED MEDIA TECHNOLOGY

3D Artist | 2015 - 2016

- + Created environments and props for a health education project.

FREELANCE ILLUSTRATION

Freelance Illustrator | 2013 - 2015

EDUCATION

SOUTHERN METHODIST UNIVERSITY GUILDHALL

Master of Interactive Technology | Art Creation | 2014 - 2016

UNIVERSITY OF KANSAS

Bachelor of Fine Arts | Illustration & Design | 2009 - 2013

SOFTWARE

Unreal Engine 5, Unity, Maya, 3ds Max, Blender, ZBrush, SpeedTree 10, Substance Designer, Substance Painter, Marmoset Toolbag, Photoshop, Git, Perforce