AARON HAMILTON

Environment Artist

WEBSITE

ahamilton3D.com
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CONTACT

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SOFTWARE

Unreal Engine, Unity, Maya, 3DS Max, ZBrush, Substance Designer, Substance Painter, Marmoset Toolbag, Photoshop, Github, Perforce

EXPERIENCE

PLAYABLE WORLDS

STAR'S REACH
Senior Environment Artist | 2023 — Present
· Created stylized foliage, weapons, props, and materials for the MMO game *Star's Reach*.
· Assisted in establishing the look and stylization of the game's environments.
· Developed the terrain materials used in the game's procedural 3D terrain engine.

LIQUID DEVELOPMENT
3D Artist- Contract | 2023—2024
· Created high to low-poly models and textures for new armor sets in *Halo Infinite*.
· Modeled high-poly weapons for an unannounced game in a AAA franchise.

ARTCRAFT ENTERTAINMENT

ATLAS
Senior Environment Artist | 2021—2022
· Crafted levels and environment art for an unannounced MMO demo in UE4.
· Designed and world-built playable spaces from early gray-box to completed level.
· Created stylized environment assets, material shaders, and modular building sets for the project.

HESTIA
Environment Artist | 2020
· Created modular environment assets and built a level for an unannounced MMO pitch demo.

CROWFALL
Environment Artist | 2016—2021
· Developed environment art for *Crowfall*, a PC MMO developed in Unity and released in 2021.
· Created game-ready props, buildings, mounts, weapons, and monster assets.
· Crafted unique zones used in *Crowfall*'s procedurally generated campaign worlds.

BALANCED MEDIA TECHNOLOGY
3D Artist | 2015—2016
· Developed character and environment assets for a health-education based project in UE4.

FREELANCE ARTIST
Freelance Illustrator | 2013—2014

EDUCATION

SOUTHERN METHODIST UNIVERSITY GUILDHALL
Masters of Interactive Technology | Art Creation | 2014—2016

UNIVERSITY OF KANSAS
Bachelor of Fine Arts | Illustration & Design | 2009—2013