

AARON HAMILTON

Website: ahamilton3d.com

Email: ahamilton213@gmail.com

LinkedIn: www.linkedin.com/in/ahamilton3d

EXPERIENCE

PLAYABLE WORLDS

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

- + Created game-ready foliage, weapons, props, and modular building assets.
- + Built and maintained asset libraries for the procedural environments.
- + Developed textures and materials for the game's terrain.

LIQUID DEVELOPMENT

3D Artist | 2023 - 2024

- + Created high/low poly armor models and textures for *Halo Infinite*.
- + Modeled high poly weapons 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.
- + Designed and world-built playable spaces from early graybox to final polish.

Star Wars MMO Pitch Demo | Environment Artist | 2020

- + Created modular environment assets and built the final playable level.

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 crafted playable areas for the procedurally generated worlds.

BALANCED MEDIA TECHNOLOGY

3D Artist | 2015 - 2016

- + Created environments and props for a health-education based project in UE4.

FREELANCE ILLUSTRATION

+ Freelance Illustrator | 2013 - 2015

EDUCATION

SOUTHERN METHODIST UNIVERSITY GUILDHALL

Masters of Interactive Technology | Art Creation | 2014 - 2016

UNIVERSITY OF KANSAS

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

SOFTWARE

Unreal Engine 5, Unreal Engine 4, Unity, Maya, 3DS Max, Zbrush, Speedtree 10, Substance Designer, Substance Painter, Marmoset Toolbag, Photoshop, Github, Perforce