



# Aaron Morse

## Character Artist

threenineart.com

a.morse@threenineart.com  
407 493 2096

### OBJECTIVE

To combine my passion and skills with a talented team to develop quality and exciting games.

### EDUCATION

**University of Central Florida** - 2007-2011,  
Bachelor of Arts in Digital Media: Visual Language

**Brevard Community College** - 2005-2007,  
Associate of Arts

### PROFICIENCIES

Autodesk Maya	Low/High asset modeling with a focus on characters
Autodesk Mudbox	Hand-painted texturing
Adobe Photoshop	Communicating and working as a team member
Unity Engine	Self-motivated and hard working

### FAMILIARITY

Autodesk 3D Max	Effects
Character rigging	UI Design
Sub-D Modeling	Basic Animation skills

### PREVIOUS WORK

•**Sky Parlor Studios** (May 11, 2011 - Present Day)  
*Lead Artist*

•**Pollen Power** (iOS title - 2012)  
Kid friendly app; You are a weed collecting pollen to become a flower.  
Concepted, modeled, textured, and animated the Aphid and Bee characters.

•**Fortunelt** (iOS title - 2011)  
Social fortune cookie app; Create fortunes to receive fortunes anonymously  
Responsible for all artwork during production from pre-pro to release.

•**Carnival of Games** (iOS title -2011)  
Kid friendly app; Classic carnival games, also Sky Parlor Studios first release.

•**University of Central Florida** (August 2009 - May 2011)  
*Character Artist*

•**Mustache Mayhem** (Senior film - 2011)  
Jealousy strikes Gator as his best friend, Turt, gains a new friend.  
Created all 3 of the films characters using concept from other students.