



Aaron Morse

Character Artist

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OBJECTIVE

To combine passion and drive for 3D to further build upon and enhance my abilities as an artist and work as a devoted team member.

EDUCATION

Brevard Community College - 2005-2007, AA Degree attained

University of Central Florida - 2007 - expected graduation 2011
seeking BA

PROFICIENCIES

Autodesk Maya	High poly sculpting work
Autodesk 3D Max	Low poly asset creation
Autodesk Mudbox	Working as a team member
Adobe Photoshop	Pipeline production

FAMILIARITY

Final Cut	Sub-D modeling
Shake	Minor rigging work
Zbrush	Minor effect work

PROJECTS

Mustache Mayhem (2011)

One of two animation shorts UCF will debut for 2011.

Main Title: Lead Character Artist

Sub Titles: Texture artist, prop modeler, environment modeler

MOD WORK

Although no titles were ever completed, I've worked on the following mods:

Battlefield: Tiberian Aftermath (2003-2004)

Command & Conquer: Reborn (2004)

Battlefield: Tiberian Eclipse (2007-2009)