

# AJ Aledia

San Diego, CA

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## Summary

Asset Artist for animated films and games, specializing in traditional and 3D art. Excellent communicator, along with strong work ethic and time management skills. Viable in team and solo scenarios, able to follow objectives and complete tasks professionally.

## Skills and Software Knowledge

- 3D Modeling
- Texturing
- Maya
- Photoshop
- CrazyBump
- High and Low poly
- Sculpting
- Mudbox
- Premiere
- Roadkill
- UV Unwrapping
- Baking Normals
- ZBrush
- After Effects
- Marmoset Toolbag

## Education

The Art Institute of California – San Diego 03/2015  
Bachelor of Science, Media Arts & Animation

## Creative Experience

Ramen Raid (animation)

**Character Artist & Animator, Environment Layout** 12/2014

- Designed and animated 2D character for short film
- Utilized 3D environments to layout static backgrounds for 2D scenes

Team Showdown (animation)

**Character Artist & Animator, Environment Artist** 06/2014

- Designed, modeled, textured and animated a character for short film
- nCloth simulation for character clothing
- Modeled and textured props; created environment lighting
- Created color, specular, normal and bump maps

Juiced (animation)

**Prop Artist** 12/2013

- Modeled and textured organic assets
- Created color, specular, normal and bump maps

Dailymotion Challenger Series Commercial (animation)

**Environment Artist** 11/2013

- Modeled and textured hard surface assets
- Created color, specular, normal and bump maps