DANNY AGUILAR

3D Artist / Designer

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(305)332-4361

QUALIFICATIONS

Proficient in:

Maya
Zbrush
3D Coat
Unreal -- Unity
Marmoset Toolbag 3
Substance Suite

Working Knowledge of:

Python
C++ / C#

UI/UX tools (XD, Sketch, Flowmap, Figma)

Common Web Languages & frameworks:
(CSS, Html, Javascript, Bootstrap,
Wordpress, SVG animation)

Adobe Creative Suite:
(Indesign, Illustrator, Photoshop, XD, After Effects)

EDUCATION

UCF Florida Interactive Entertainment Academy 14-15

*A sixteen month graduate program focused on video game development.

*Eight video games are developed out of forty pitches over the course of the program to simulate the game development process.

Integrated Studio | 2010-2011

*Eighteen designers were accepted into the graphic design program which provides participation in a 24/7 design studio environment.

University of Florida | 2006-2011

*BFA in graphic design with a minor in art history.

EXPERIENCE

Web & Graphic Designer | 2014-2019

IT Web Services University of Florida

* Provide Graphic and web support for IT communications across multiple events, brochures, sites, and reports.

*Helped provide UI/UX support for German Grammar Cruncher learning application.

*Investigate new learning technologies like VR/AR, 3d printing, photogrammetry, and its integration into Canvas LMS.

*Check for and implement best accessibility practices for the web following WCAG 2.0 guidelines.

UI Designer - Immersed Games| 2018

UI design consultant for Raid encounter in Tyto Online

* I was hired to consult on the look and feel of a raid encounter for the educational MMO Tyto Online.

*I worked with designers and UI engineers at immersed to find a visual solution for the organization of large amounts of data while still presenting a friendly experience for the targeted age range.

Junkers: Some Assembly Required | 2015

Art Lead and Technical Art Lead FIEA Video Game

* Designed and help deliver game pitch presentation for Junkers before faculty, alumni, and peers.

* Served as the art lead and technical art lead on Junkers, My role was to help set the visual style of the game and to ensure all assets could meet platform requirements and that our art pipeline ran smoothly.

*Junkers shipped in August 2015 on the IOS App Store.

Freelance Designer | 2010-2014

Paradigm Concepts table top role playing

*I was Commissioned to rebrand Arcanis the world of Shattered Empires RPG game as well as design the core rulebook.

Graphic Designer | 2012-2013

Graphic Designer for Gator Dining Services

* I was the head graphic designer for Gator Dining Services at the University of Florida, I created Digital signage for national brands such as Subway, Burger King, and Panda Express.