

Kevin Aktug

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Education

The Art Institute of Washington

- *Bachelor of Fine Arts in Game Art and Design: August 2008 – June 2012*
- Graduated Magna Cum Laude, with Highest Achievement distinction

Experience

Fiteeza - Vienna, VA

3D/2D Artist: June 2012 – July 2012

- Terrain, Architectural, Prop, and Character, modeling, texturing, unwrapping, and rigging.
- Hi-res modeling for Normal Mapping low-res/LOD models.
- Environment /Level lighting, visual effects, and rendering.
- Gameplay prototyping
- Graphical interface and user experience design for PC, consoles, and mobile devices.
- Managed the transfer of assets from 3ds Max to XNA Game Studio
- Created and managed patent applications for UI/UX designs.
- Experience with SVN/Windows Azure version control.
- Self-motivated, and able to set personal goals to ensure deliverables were submitted by their deadlines.

Firesabre Consulting, LLC – Houston, TX

Environment Artist/Level Designer: July 2011 – March 2012

- Environment and Level Design contracting for Fortune 500 companies.
- Created architectural visualizations within the Web.Alive Environment.
- Rapid development of 3d models, including modeling, texturing, and unwrapping, of architectural and natural models, as well as character rigging.
- Managed the transfer of asset packages from 3ds Max to the Unreal format.
- Created scripted events that allowed for enhanced in-game interaction such as file sharing, and video texture insertion.
- Oversaw many facets of design in Unreal, including Cascade ParticleFX, Kismet events, material/shader networks, and character animation setup.
- Assisted in the creation of pre-visualization designs and concept art.
- Strong ability to work in a team to achieve goals and meet deadlines.

Freelance/Contract Artist

2006 - Present

- Worked with clients on a contract basis
- Various graphic design pieces for use as advertisements for local stores, including web development, motion graphics, label/logo design, and content creation.
- Product photographer
- Digital photo retouching and manipulation of people, environments, and products

Skills/Software

High-resolution hard-surface 3D modeling, Low-resolution 3D modeling, Hand painted and photosourced texturing, environment creation and design, character and prop animation, rigging/skinning, realtime rendering and lighting, complex shader creation. Autodesk 3d Studio Max, Maya, Mental Ray, Adobe Photoshop, Illustrator, After Effects, Flash, Unreal Engine 2.5/3, Modo, Avaya Web.Alive, SpeedTree, Scaleform.