**Aaron Munro**

Cg Artist/Generalist

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**PROFESSIONAL SUMMARY**

I am writing to express my interest in the CG Artist/Generalist position at VRIFY. With more than 20 years of experience in 3D development and visualisation, I've developed strong abilities in Unity and Unreal Engine, creating and optimising complex 3D environments and interactive assets for real-time applications. My background includes end-to-end content production, shader development, and close collaboration with technical and design teams on high-profile visualisation and infrastructure projects. I bring a proven record in material and texture creation, pipeline management, and advanced storytelling through design, consistently aligning with the technical and creative demands of this role.

**CORE COMPETENCIES**

**Technical Skills:**

* Unity
* Unreal Engine
* 3DS Max
* Zbrush
* Substance Painter
* Substance Suite
* Substance Designer
* Octane Render
* V-Ray
* Corona
* Photoshop
* After Effects
* Premiere
* Davinci Resolve
* Embergen
* TYFlow
* Railclone
* Forest Pack Pro
* CAT (Rigging/Animation)
* Matterport
* Reality Capture
* Python
* FMETP Streaming
* MetaHuman Lipsync
* Autodesk InfraWorks

**Core Competencies:**

* 3D asset creation
* Real-time rendering and optimisation
* Material and shader development
* Lighting for realistic and stylized results
* Animation and rigging
* Pipeline/workflow management
* Interactive visualisation
* Technical problem-solving
* Collaboration in cross-functional teams
* Storyboarding and storytelling
* Project management
* Client communication

**PROFESSIONAL EXPERIENCE**

**Specialised in 3D Development | Viewport XR | 2023 – 2024**

* Advanced real-time 3D graphics using Unity and Unreal Engine for immersive experiences
* Developed interactive objects and managed 3D asset workflows including shader and material development
* Created dynamic animation assets and performed vehicle and character rigging
* Executed fluid dynamics and particle simulations (Embergen, TYFlow, Unity, Unreal)
* Produced video content and pipelines for MetaHumans and generative AI voiceover integration

**Sole Trader, Freelance 3D Artist/Developer & Web Developer | Vector 6 | 2016 – 2023**

* Delivered 3D visualisation projects for real-time and VR applications using Unity and custom pipelines
* Developed GUI systems and implemented FMETP streaming for Unity
* Created and optimised 3D models and materials (3DS Max, Zbrush, Substance Suite, Octane Render)
* Automated workflows and integrated APIs for project and asset management
* Developed and maintained custom web tools for asset collaboration

**Senior 3D Artist/Developer | Minnovare | 2019**

* Developed 3D simulations and animations to visualise underground mine core drilling and positioning systems

**Senior 3D Artist/Developer | Last Pixel | Oct 2006 – Mar 2016**

* Managed end-to-end 3D visualisation projects from client brief to delivery
* Created high-quality 3D models, PBR materials and advanced shaders (Substance Suite, Designer)
* Produced animation, lighting, environment development, and complex asset integration
* Oversaw rendering pipelines and optimised assets for performance
* Led project teams and handled client communications and project management

**3D Developer/Artist (Collaboration) | Spacescan | Oct 2017 – Jan 2023**

* Executed Matterport scanning and photogrammetry with Reality Capture
* Developed and optimised 3D models for Unreal Engine applications

**Unity VR Meta Quest Developer | Vastness - Curtin University | Jan 2021 – Jul 2021**

* Created fully baked interior scene using 3DS Max, Substance Suite, and Octane Render
* Developed Unity GUI systems and real-time streaming

**Unity Virtual Reality | ABC Virtual Reality Mini Beasts | Date not specified**

* Transformed high-poly photogrammetry models into optimised VR assets
* Applied Substance materials and animated models in Unity

**Unity Virtual Reality | THALU: DREAMTIME IS NOW | Date not specified**

* Conceptualised and developed evolving virtual landscapes and interactive assets
* Created and animated world transformation elements for storytelling

**EDUCATION & CERTIFICATIONS**

* AI Generalist Course—Core AI Methodologies, Workflow Automation, Generative Media Production (Aug 2025)
* Advanced Diploma of Information Technology Interactive Multimedia (1998)
* Certificate IV of Information Technology Interactive Multimedia (1997)

**SELECTED PROJECTS**

* Major contributions to infrastructure, mining, and urban development visualisation projects including Elizabeth Quay, Perth Underground Bus Port, Yagan Square, Fremantle Ports Outer Harbour, and Butler to Perth Rail Link; advanced pipeline automation for VR/AR development and generative AI integration.