

Aldo Vidal

Senior Character Artist

Contact: (619)-829-0649 Aldo.Vicente.CG@gmail.com

Professional Portfolio: <https://aldovicentecg.com/>

Education:

The Art Institute of California-San Diego

Bachelor of Science, Media Arts and Animation

December 2012

Software Experience

Maya, Zbrush, Marvelous Designer, Substance Painter, Unreal Engine 5, Photoshop, Marmoset Toolbag, Vray, Redshift, Arnold,

Work Experience:

Senior Character Artist at Bit Reactor

March 2025 - Current

Remote

-Created Character assets for Star Wars Zero Company- Including Named Story Characters, Enemies, and Outfits and Outfit parts for Character Customization.

-Outfit Color Tinting Workflow- RnD, Documentation, and Quality Auditing for Outfit Color Tinting workflow for Character Customization.

-Asset Stub-in pass/process. Creating the source-side and engine-side folder structures and placeholder files for all planned character assets- adhering to the documented folder structure and naming rules established by the team.

-NPC Character Appearance Pass and Curation- Working with Narrative, Designers, and Art Direction to customize and manage the looks for additional NPC characters that appear throughout the game- including All Named Recruit Characters, Enemies Pool Characters, Background NPCs, Mission Rescuee Characters and all the Customization Presets Characters.

-Customization Color Swatches Curation- Working with Art Direction, UX/UI, and Design and Engineering to build and manage the Color Swatch Palettes available to players for Customizing their Outfits, Hairs, Weapons, and Droids. All Palettes needed to be broad and comprehensive enough to give the player plenty of flexibility and creative freedom, while also being small and focused enough to not be too slow/cumbersome to navigate with a D-Pad, while also being cleanly divisible into our established UI rows/columns to present in a way that is visually pleasing, logically organized, and intuitively navigated by the player to provide an overall great experience during customization.

Senior Character Artist at Counterplay Games

March 2022 - Jan 2025

Remote

-Created Character assets for a currently unannounced 3rd Person Action Shooter.

Senior Character Artist at Sledgehammer Games

February 2021 -February 2022

San Mateo, California

3D Character Artist at Sledgehammer Games

September 2019 – February 2021

San Mateo, California

-Creating High-Poly Characters (clothing, armor, accessories and heads) using Scans, Marvelous Designer, Zbrush and Maya. Some outfit designing and concepting- either kitbashing from parts library in Zbrush, or on the physical mannequin using available gear and clothing from our in house scan room. Retopology/ UV layout in Maya to create low-poly, engine ready character models. Baking Hi-Res maps in Handplane and Texturing/PBR Shaded Character assets in Substance Painter. Setting Up Characters in Engine, setting up character materials with fabric detail maps, cloth fuzz, sss etc. Working with Rigging TDs to ensure character construction / topology is well optimized and rig-ready. Shipped Call of Duty; Black Ops Cold War- Made 6 Character Outfits for the Vietnam level. Shipped Call of Duty Vanguard

3D Character Artist at Obsidian Entertainment

June 2017 – August 2019, Irvine

California

Creating High-Poly Characters (clothing, armor, accessories and heads) using Marvelous Designer, Zbrush and Maya. Retopology/ UV layout in Maya to create low-poly, engine ready character models. Baking Hi-Res maps in Handplane and Texturing/PBR Shaded Character assets in Substance Painter. Integrating characters to UE4, setting up character materials with fabric detail maps, cloth fuzz, sss etc. Providing feedback and helping with the approval process for outsource assets with the character team. Working with Rigging TDs to ensure character construction / topology is well optimized and rig-ready.

3D Tech Lead at 3DExcite

March 2017 – June 2017, Royal Oak, Michigan

3D Generalist at 3DExcite

January 2015 – March 2017, Royal Oak, Michigan

Creating 3D Imagery for Automotive Advertising for Chevy, Buick, GMC, Cadillac and Detroit Diesel. Vehicle and Product Lighting and Rendering in VRAY. Camera-Matching, Lighting and Shading CG Vehicles for live action back plate integration. Multi-Pass Compositing in Nuke with EXR 2.0

3D Artist at Aurora Spine

January 2014 – January 2015 Carlsbad, California

Creating 3D imagery for Medical Animations, Surgical Technique Manuals, Advertising and Tradeshow graphics. Modeling/Sculpting Organic Anatomy and Hard Surface Surgical Implants and Instrumentation. Post Production / Video Editing in Premier and After Effects

3D Production Artist at Machine Union

January 2013 – January 2014 Bonita, California

Animal Voyage: Island Adventure

Modeling, Sculpting and Texturing Environments and Characters. Materials/Lighting, and Character Rigging