



aidan ko
3D Games Generalist
Game Development

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EDUCATION

Bachelor's of Fine Arts in Digital Production

Gnomon 2022 - 2025, Game Art

TECHNICAL EXPERIENCE

Software

Unreal Engine

Maya

Houdini

Substance Painter

Substance Designer

ZBrush

Photoshop

Blender

Gaea

Speedtree

Programming

Unreal Blueprints

Maya MEL Script

Minor experience in Python, C#
(Unity), Java, C++ (Unreal Engine),
and Houdini VEX

ABOUT

I am a game artist and developer with a passion bridging game art and gameplay especially in rigging, animation, and asset optimization. I enjoy working with the entire process of the 3D pipeline and integrating them into gameplay.

SKILLS

Game Design and Development

- Experience with procedural generation for modular map generation using BSP, level streaming, and Unreal PCG
- Implementing interactions between the player and static or dynamic objects with Unreal Blueprints, with multiplayer support.
- Combat and abilities using Gameplay Ability System (GAS) for Unreal Engine, with multiplayer support
- Designed and developed a board game focused on node/tile based strategy
- Experience with optimization and performance in Unreal using profiling and a smart use of lighting, shadows, textures, and LODs.

Asset and Environment Creation

- Creating optimized but detailed aesthetic environments for games
- Modeling and texturing assets for games including props, landscape generation, utilizing techniques such as trim sheets and RGB masks for optimal performance in games.
- Hair creation with Maya Yeti and Houdini, with integration of hair cards to Unreal Engine with physics.
- Working with complex and dynamic shaders in Unreal Engine for materials such as glass, crystalline, water, and material-based wind effects

Rigging and Animation

- Rigging and skinning humanoid characters and anthropomorphic creatures with controllers and constraints for keyed animations
- Creating locomotion and combat animations for games, and implementation using blendspaces and state machines in Unreal Engine.
- Working with Unreal Engine's control rig for procedural animation, in-engine animating, and modular rigging

Communication

- Multi-disciplinary experience and knowledge
- Working independently to complete projects and tasks efficiently to meet deadlines