



Aidan Ko

Game Artist / Developer | 323-794-9030 | aidanko.work@gmail.com

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Skills

- **3D Art:** Modeling, Sculpting, Texturing, Lighting, UV Mapping, Optimization (LODs, Trim Sheets, Channel Packing, RGB Masks, Static Light Baking, Lumen GI Workflows)
- **Tech Art & Animation:** Rigging, Skinning, Procedural Animation, Animation Blueprints & State Machines
- **Development:** Unreal Blueprints, Gameplay Systems, UMG (UI), Unreal PCG
- **Main Software:** Unreal Engine, Maya, Blender, ZBrush, Substance Painter, Photoshop
- **Familiar with:** Substance Designer, Unity, Houdini, Gaea, SpeedTree, Perforce, Diversion

Featured Projects

Skystrike | Technical Art, Game Development | 2025 – Present

In-development gameplay systems showcase for a larger solo game project.

- Built an advanced third-person **locomotion system with dynamic secondary motion** using layered blend spaces, procedural runtime IK, and variable-driven bone adjustments.
- Developed a **spatial grid-based inventory system** using item structs, Blueprint parent-child hierarchies, and interfaces for scalable item behavior and clean data organization.
- Developed a decoupled free-aim system and dynamic UMG crosshair, using screen-to-world deprojection and two-step raycasts for **precise hit registration**.

Facility Entrance | Environment Art | 2025

Real-time environment art demonstrating a modular asset kit and Lumen lighting optimization.

- Modeled a **modular asset kit** for rapid level assembly and efficient real-time rendering.
- Authored custom textured **trim sheets, RGB masks, and channel-packed tileable textures**, reducing texture footprint and draw calls.
- Set-dressed the environment from initial grey-box to final presentation, using hidden emissives to support efficient GI lighting and scene mood.

Dungeon Tileset Generator | Game Development | 2025

In-game runtime generation of connected sublevels to create a randomized tileset.

- Developed a Blueprint-based **procedural generation system** that assembles randomized tile layouts from **seeded streaming sublevels**, with PCG graphs controlling content placement within each sublevel.

Sero Character Rig | Technical Animation, Character Rigging | 2024

Character rig for animating in Maya.

- Created a **game-ready skinned character rig** with strict joint orientation logic to ensure predictable behavior during engine import and animation.
- Developed animator-friendly NURBS controls with slider-based attributes for animation in Maya.

Education

Gnomon School of Visual Effects, Games & Animation | Los Angeles, CA

Bachelor of Fine Arts in Digital Production | Game Art | *December 2025*