



**Aaron Granofsky** 3D Artist

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**Objective:** Creative artist with a passion for fantasy worlds and inspiring designs, seeking a position as a 3D Artist to create realistic or stylized characters, environments and props.

### HIGHLIGHTS OF QUALIFICATIONS

- Developed and taught modeling and texturing courses from organic characters to hard surface game assets in programs such as 3D Max, Maya, zBrush, and Photoshop
- Fully versed in the character production pipeline having created video tutorials from concept sketches through modeling, texturing, rigging and animation, all the way to coding within Unity
- Solid understanding of 2D art production and animation of sprites drawn and coded into playable game demos within Unity and GameMaker using programs such as TVP Animation or Flash
- Strong problem solving skills and fast paced learning as demonstrated by teaching new programs the same week I learn them as required certain semesters

### EDUCATION

**Savannah College of Art and Design**  
2007

BFA in Animation, Minor in Architecture  
Magna Cum Laude 3.82 GPA

**Anne Arundel Community College**  
2004

AA in Architecture, CAD Certification

### EXPERIENCE

- 2011-Present Anne Arundel Community College Adjunct Professor**
- Instruct students in several 2D/3D gaming and animation classes
  - Develop curriculums, lessons, and create comprehensive video tutorials
- 2005-Present Fiberglass Blades Owner and Operator**
- Create high resolution 3D models of swords for rapid prototyping
  - Manage sales and marketing to customers around the world
- Fall 2011 Tool of North America Freelance Artist**
- Created high poly 3D models for an official Nintendo commercial
  - Created fiberglass replica props for use in shot composition
- 2004-2010 Anne Arundel County Public Schools Warehouse Associate**
- Processed and delivered essential supplies to county schools
  - Organized inventory to aid in quick and efficient delivery time

### OTHER EXPERIENCE

- 2007-2008 Around the World Tour**
- Hiked the entire 2,170 miles of the Appalachian Trail and visited 20 countries, obtaining references for textures and resemblance to period environments
  - Studied castles, palaces, and other architectural features of different cultures in their native landscapes for building 3D replicas
  - Observed people, customs, and mannerisms of cultures around the world to incorporate extra realism into work and create unique and diverse assets