



Aaron Nosan

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SUMMARY

Versatile CGI artist experienced in creating concept art, illustrations, creating original textures and designs, bringing solid project management skills, with strong attention to all facets of production. Detailed in concept design, creating assets to promotional images and videos.

SKILLS

- Blender
- Autodesk Maya
- Autodesk 3ds Max
- Adobe Photoshop
- Adobe Illustrator
- Adobe Dreamweaver
- Adobe After Effects
- Unity
- Windows, Mac OS
- Concept Design
- Storyboarding
- 3D Modeling
- 3D Animation
- Digital Painting
- Web Design

EXPERIENCE

Litigation Insights, Minneapolis, MN

2017- Present

Freelance CGI Artist

- Creating 3d assets and look according to clients needs.
- Setting up scenes, creating textures, lighting, cameras according to clients specifications.
- Finishing projects in a timely manner and within the clients deadlines.

Michaels, Blaine, MN

2006 - Present

Manager, Custom Framing

- Create new framing designs, order supplies on demand of production.
- Training of new associates to framing methods and safety guidelines.
- Designated key holder for store and store safe, assist in store and department audits and inventory.

G Fold LLC, Minnetonka, MN

2011- 2018

Digital Design Specialist, Animator, Modeler, Texture and Sound Artist

- Creating 3d assets, UV layout, texturing, and animating for in game detail and promotional videos.
- Mixing audio clips to create unique Foley sound clips for all objects, backgrounds and music.
- Building concept/design to game testing for Banonkey, QD3, Banonkey Card Match and Astro Runner.

Reaction Studios, Minneapolis, MN

2011

Animator

- Animated and collaborated with team on camera placement and movement.
- Assisted in rendering out projects for tight deadlines.

Freelance Animator Minneapolis, MN

2011

Animator, Modeler, Texture Artist

- Creating medical models from storyboard concepts and live video footage of surgeries.
- Animating and texturing models according to clients needs.
- Communicating with clients needs and producing high quality products at deadline.
- Created an interactive training tool for surgeons, demonstrating an innovative method for removing cataracts.

Afterglow Studios Minneapolis, MN

2011

Intern, Digital Artist

- Assist in building assets for current projects working in Photoshop, After Effects, and Maya.
- Maintained computer network and hardware to accommodate workloads.
- Created textures for multiple projects including Land O' Lakes and an IMAX Film, SPACE JUNK 3D.

EDUCATION

The Art Institutes International Minnesota, Minneapolis, MN

June 2011

Bachelor of Science in Media Arts & Animation
Recognition: Presidents and Dean's List GPA 4.0