



Aaron Nosan

AaronNosan@hotmail.com 651.347.1996 www.AaronNosan.com

SUMMARY

Versatile computer artist in modeling and texturing, bringing solid project management skills, with strong attention to detail. Strength in problem solving and increasing efficiencies. Looking to bring great accuracy and enthusiasm to the company.

SKILLS

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

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

EXPERIENCE

G Fold LLC, Minnetonka, MN

2010 - Present

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 the finishing touches to produce BANONKEY, a mobile device game.

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

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

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 work loads
- Created textures for multiple projects including Land O' Lakes and an IMAX Film, SPACE JUNK 3D.

Setter Leach & Lindstrom, Minneapolis, MN

2000 - 2002

Visualization Specialist

- Transformed 2d AutoCAD drawings into 3d building animations; interior & exterior
- Designed art work around offices, creating an attractive work environment
- Taught graphic design classes, educating others on the fundamentals