

AARON DALY

TECHNICAL ARTIST

CONTACT

katutagames@gmail.com
(818) 605-5205

Los Angeles, CA

www.katutagames.com

PROFICIENCIES

Scripting	Game Engines	3D Software	2D Software
<ul style="list-style-type: none">• UE4 BluePrinting• C++• C#• Javascript• Python• Mel	<ul style="list-style-type: none">• Unreal 4• UDK• Unity• Gamesalad• Gamemaker• Lumberyard	<ul style="list-style-type: none">• Maya• Blender• Houdini• Zbrush• 3DS max• MudBox	<ul style="list-style-type: none">• Photoshop• Nuke• Aftereffects• Illustrator• Gimp• Flash

EXPERIENCE

Lindero Edutainment, Irvine
Virtual Reality Developer

October 2016 - Present

Develop different educational virtual reality experiences. Integration into Unreal Engine as well as programming for the HTC Vive and Google Cardboard.

Last Call Games, Los Angeles

September 2014 - Present

Lead Virtual Reality Technical Artist

Developed artificial intelligence and procedural game design. Worked with a small, long term team to create a PC and HTC Vive games under the genre of Horror and Sci-fi Shooter. Used Perforce as our online repo and Unreal 4 as our engine.

META + LAB, Northridge

September 2015 - June 2016

Lead Game Designer

Led a small team to develop web applications, phone games, and VR games for Google cardboard and Gear VR using Jira and the Agile process. Also utilized Unity Engine and GitHub

USC Game Lab: Toward the Stars, Los Angeles

2014 - 2015

Lead Environmental Artist

Served as lead environmental artist for Towards the Stars- a semi-realistic, sci-fi resource management game. Worked with concept artists to maintain cohesive style throughout the game.

EDUCATION

2014-2016

Cal State University, Northridge (CSUN)

Bachelor of Arts, Major in Animation

Founder and President of CSUN's Game Development Club

Instructional Student Assistant at CSUN's computer lab

2010-2014

Santa Monica College

Associate of Arts, Liberal Arts and Humanities

Departmental Certificate in Game Design

Dean's Honor Roll

QUALIFICATIONS

Dedicated and knowledgeable game developer with a diverse range of experience across mediums; strong leadership skills as displayed through extracurriculars and work ethic

Outstanding interpersonal and communication skills; exemplary portfolio showing practiced knowledge of design and gameplay

REFERENCES

Rob Silva

Founder of Last Call Games
(323) 788-7506

Caleb Owens

Professor at CSUN
(310) 923-2613

Mark Farquhar

Administrator at CSUN
(818) 433-4663

AWARDS

Best 3D Game Design

Departmental Award

Ceremony 2015

CSUN Animation Dept.

Best Character Design

Departmental Award

Ceremony 2016

CSUN Animation Dept.

Best Vive Game

Game Development

Competition

Titmouse Studios

Eagle Scout

Highest Award in

Scouting (2010)

Boys Scouts of America

Projects

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Earthquake Simulator VR Dec 2016- Jan 2017 *Lindero*
Status: **Shipped** Role: Lead VR Developer
Description: *Vive game made to prepare people for an Earthquake*

Spacewalk Oct 2016- Dec 2016 *Lindero*
Status: **Shipped** Role: Technical Artist
Description: *Educational Vive game to teach children about the planets*

Confined Sept 2016- Present *Last Call Games*
Status: **In Development** Role: Lead Programmer
Description: *Horror Vive experience in the shape of an escape room*

Proxy Oct 2014 - Sept 2016 *Last Call Games*
Status: **GreenLit** Role: Technical Artist
Description: *3rd person shoot working on AI and level optimization*

Meta+Me Jan 2016 - June 2016 *Meta+Lab*
Status: **Left Company** Role: Technical Artist
Description: *Phone application to help motivate and streamline work*

Towards the Starts 2015 *USC Game Lab*
Status: **Finish Project** Role: Lead Environment Artist
Description: *First person Spaceship Management game.*

Operation A.C.O.R.N. 2014 *Head in the Clouds*
Status: **Never Finished** Role: Producer
Description: *Kids game demo'd at a couple talks and other events*

Flowers By Irene 2014 *Last Call Games*
Status: **Finished Project** Role: Technical artist
Description: *GearVR Game about spies and sneaking around*

Space Race 2014 *Last Call Games*
Status: **Finished Project** Role: Technical artist
Description: *Tempest Reimagined in VR for the occulus*