



www.aaronleach.com
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Skills/Software:

Primary Skill Set:	Maya <ul style="list-style-type: none">▪ Animation▪ Modeling▪ Rigging▪ Texturing	Photoshop <ul style="list-style-type: none">▪ Texturing▪ Color Correction▪ Touch-Up
	Secondary Skill Set:	3DS Max <ul style="list-style-type: none">▪ Modeling
		Dreamweaver <ul style="list-style-type: none">▪ Web Design

Education: The Art Institute of Portland March 2009
Bachelor of Science: Game Art & Design

Experience: Endless Skies January 2009 – March 2009
Student Production

Animator

- Animate Vehicles
- Animate Characters

Dicentra Spring 2007- March 2008
Student Production

Animator

- Animate Character and Creature models
- Work with Lead Animator

Lead QA

- Work with Producer to come up with test sheet
- Test game for bugs and other issues

Sound

- Create sounds for the game