

Aladar Apponyi



39 Henry St Northcote
VIC 3070 Australia
+61 413 889 374
aladar.apponyi@gmail.com

aladar.apponyi.net

Work History

Freelance Technical Artist
2008 - Present
Sydney & Melbourne
aladar.apponyi.net

- [Character Design](#)
- [3D Character modelling](#)
- [Hi Res](#)
- [Low Res](#)
- [Creatures](#)
- [Rigging & Animation - 3D](#)
- [2D](#)
- [Pixel Animation](#)
- [Prop Design & construction](#)
- [Level Design & construction](#)
- [VR level Design & construction](#)
- [Game Trailer Environments](#)
- [Physically Based Rendering](#)
- [Displacement](#)
- [HDRi Light Baking](#)
- [Three.js Web 3D Animation](#)
- [Vehicles](#)
- [Foliage](#)
- [Structures](#)
- [Architectural Rendering](#)
- [Engineering Rendering](#)
- [Programming & Scripting](#)

~
3D Artist / Video Production
2010 - 2011
Zspace
www.zspace.com.au

- [Motion graphics & Comp](#)
- [Olympic Stadium Models](#)
- [Baking Lighting & Shaders](#)
- [TV Title Design and Animation](#)

~
Game Development Tutor
2015 - 2016
Evocca College
www.evocca.edu.au

- Assisting remote & classroom Students
- 1 on 1 sessions and class presentations
- Paint overs & written feedback
- Software support
- Assessing student performance
- Regular Training & improvement

Senior Environment Artist
2011 - 2013
Games Lab

www.games-lab.com.au

- [3D Cinematic Environments](#)
- [Scene Design & construction](#)
- [Prop Design & construction](#)
- [FX & Erosion simulation](#)

~

Senior Environment Artist
2004 - 2008
Team Bondi

wikipedia.org/Team_Bondi

- [Planning & development of modular road system](#)
- [Planning & development of modular building system](#)
- [Guide Documentation](#)
- [1940s Vehicles](#)
- [Landmark Buildings](#)

- Prop & Location Photography
- Quality control & Optimization
- Support & Management of Junior Artists

~

Lead Modeller
2002 - 2004
Microforté

www.bigworldtech.com

Hired as a junior artist, the quality of my own work earned me QA responsibilities.

- Normal mapping / detail transfer
- Player & Enemy characters
- Vehicles & Props
- Modular dungeon room sets
- Modular weapon design & production

~

3D / 2D Artist
2000 - 2002
The Folk

www.thefolk.com.au

- 3D Logo development & reveals
- Web & Flash Development
- Video Editing
- Photography
- Graphic Design

Education

Certificate IV in
Training & Assessment
Briston Training
2015

Bachelor of Industrial Design
University of South Australia
1996 - 1999

Software

Maya, 3dsMax, Mudbox,
Marmoset Toolbag,
Substance Designer,
Unity, Gamemaker, UE4
Photoshop, Illustrator,
AfterEffects

References

Alex Boylan
Art Director / Technical Artist
Playcorp
www.playcorp.com
alexmojx@gmail.com
+61 405 206 354

~

Dean Finnigan
Head of 3D Art
AIE

www.aie.edu.au
+61 404 633 333

~
Emma Siu
Community Manager
Global Game Jam Team mate
EA Melbourne
www.ea.com/melbourne
esiu@ea.com

