

# ALADAR APPONYI

## Curriculum Vitae

### CONTACT

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- [aladar.apponyi.net](http://aladar.apponyi.net)
- Melbourne VIC

### EDUCATION

1996 - 2000

#### Bachelor - Industrial Design

University of South Australia

2024 - 2026

#### Cert IV Cyber Security

Melbourne Polytechnic

### SKILLS

- 3D & 2D Game Art
- Software Development
- Technical Drawing
- Shader Development
- Render Wrangling
- Scripting & Automation
- Recruitment & Mentoring
- Research & Documentation
- Planning & Production

### PROFILE

A multi-domain expert with extensive experience across Game Development, TV Production, Training and Documentation. A capable leader, whether managing sub contractors, mentoring juniors, or meetings with international publishers.

### WORK EXPERIENCE

#### FREELANCE TECHNICAL ARTIST

2023 - Current

Freelance 3D art for Games, TV, & manufacturing Clients

- Character Rigging & Animation
- Modelling, Animation, Rendering, Composite for TVC
- Technical modelling & rendering to engineering tolerance for Manufacture
- Asset creation & Animation for Web VR / ThreeJS
- Architectural Rendering
- Debugging & performance optimisation

#### ART LEAD

2021 - 2023

DIGITAL LODGE | Footscray VIC

Hired and Trained an Art Team to deliver an Award winning Unreal Engine 4.26 VR title in 18 months. Performed Art Direction, production planning, out source Management concurrent with Asset creation and pitching for future projects.

A small team required me to wear many different hats.

- Shader optimisation - Asset Creation - Graphic Design - Blueprint modification
- Documentation - Interviewing - Hiring - Mentoring - Production

#### Solo Development - Eatvolve

2017 - 2021

After a downturn in Australian Game Development, I took the opportunity to learn how to program. My first project was intended as a vehicle for learning, but grew into a title that earned me development funding from ScreenVic, and a nomination for Excellence in Design at Bitsummit, in Kyoto in 2018.

I tackled difficult features to challenge myself, such as wave function collapse, A\* path finding and open world streaming.

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### EXPERTISE

- JavaScript, C#, C++
- Adobe CC Suite
- Maya, Blender, Painter
- Unity, Unreal, Gamemaker
- Git, Jira, Sourcetree
- Kali Linux, AWS, Cisco

### REFERENCES

#### Dean Finnigan

Lead Creature TD - DNEG

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🏠 Sydney NSW

#### Nick Kempt

Creative Director - ZAC Creative

📞 +61 422 054 373

✉️ nick.kempt@gmail.com

🏠 Perth WA

#### Michael Wentworth-Bell

Director - Digital Lode

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✉️ michael@espirevr.com

🏠 Melbourne VIC

### WORK EXPERIENCE

#### Game Development Tutor

2015 - 2016

Online College - Melbourne VIC

This role required understanding, and communicating each aspect of modern Game Development. I delivered course material and wrote my own lectures with supporting slides. I assisted students with difficulties across design, conceiving, 3d modelling, texturing, shaders, programming, Blueprints & Prefabs, testing and packaging.

My cohort were mostly young adults, the main challenge there was to make sure each student was appropriately supported, be that one on one walkthroughs or more back and forth discussion of methods to approach building features.

#### Senior Environment Artist

2011 - 2013

Games Lab - Sydney NSW

I was the sole environment Artist for a series of Cinematics for a Fantasy deck builder. I made extensive use of 'World Machine' for mountain generation, procedural shader & asset placement to achieve vistas with thousands of Trees, rocks and ground foliage. I also modelled hero assets, and animated the Game Logo Screen.

#### 3D & Video Production

2010 - 2011

ZSpace | Ultimo NSW

At This TV production studio i designed sequences, built assets, animated and rendered sequences. I was required to troubleshoot a Maya render farm, handling render pass & layer issues. I then composited and graded shots for TVCs.

Another aspect of this role was developing 'Superbars' for sports stats broadcast, and modelling & baking stadiums for real time fly through & replay.

#### Senior Environment Artist

2004 - 2008

Team Bondi | Ultimo NSW

As the first artist hired in Australia by the leadership team, i was tasked with Research and Development for Landmarks & generic building development on Next generation hardware. This involved multiple rounds of reworking, balancing fidelity and budget constraints due to world streaming. I worked closely with the tools team to develop a unique & randomised spline based road & intersection system. I supervised a team of Junior artists. Travelled to location to extensively photograph buildings and vehicles, and modelled vehicles & interiors for real time & marketing.