



**AARON  
POWERS**  
ENVIRONMENTAL ARTIST

## CONTACT

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## OBJECTIVE

I aim to use my experience with 3D modeling and texturing software in order to create assets for usage within an 3D environment, with a focus on optimization for rendering in realtime.

## EDUCATION EXPERIENCE

**FALL 2018 -  
PRESENT**

### FERRIS STATE UNIVERSITY

Bachelor of Applied Science  
Digital Animation and Game Design  
3D Modeling and Animation Track

- Level Design
- Procedural Animation
- Advanced Modeling / Vehicle Structure

**FALL 2021**

### TITANTIC: HONOR AND GLORY

Junior Project

- Worked on programming team
- Programmed book featuring unlockable pages with interactive features

**SPRING 2023 ALONE**

Capstone Project

- Solo project-worked on coding, AI, modeling, texturing, UI, and audio production
- Horror game based on home invasion

## TOOLS

Adobe Photoshop  
Adobe Illustrator  
3DS Max  
Blender  
Substance Painter  
Unity Engine  
Unreal Engine

## SOFT SKILLS

Adaptability  
Cooperation  
Critical Thinking  
Self-Directed  
Reliability  
Team Player  
Willingness To Learn

## JOB EXPERIENCE

**10/2021 -  
PRESENT**

### SPARTANNASH

GAS STATION CLERK

- Completed customers orders via a cash register with friendly attitude
- Maintained store cleanliness and completed daily maintenance tasks
- Handled money during employee audits and securing of money during closing

**02/2019 -  
10/2021**

SERVICE CLERK / CASHIER

- Completed customers orders via a cash register
- Provided friendly and helpful customer service
- Maintained store cleanliness