

Raul Aparicio

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SOFTWARE:

3ds Max, Modo, Z Brush, 3D Coat, Photoshop, XSI, Flash,

Programming Languages:

C++, Python, Java, UnrealScript

JOB EXPERIENCE:

Id Software, Dallas, TX

10/2010 to 01/2012

Artist

- Lead MegaTexture Artist on Multiplayer Levels of Rage
- High poly & Low poly/Texture Prop Artist
- Titles worked on : Rage, Rage Mobile, Doom 4
- Titles shipped : Rage, Rage Mobile

Element X Creative, Dallax, TX

05/2008 to 01/2010

Technical Director, Artist

- High poly & low poly textures. Prop Artist.
- Assisted in the creation of pipeline tools. Using python.
- Bridge between animators and modelers. To properly rig assets for production.

COMMUNITY CONTRIBUTIONS:

A Bunch of Short Guys - Dallas

2007-2009 Web Committee and Media Coordinator

- Coordinating local events, maintaining the website, direct media.

GameArtisians

- 2009 ComicCon Challenge website.