

AIKO SHINOHARA

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SUMMARY

I'm a 3D environment artist with over 10 years. Mostly I'm involved in video game titles in Japan. Currently, I participate in numerous titles as a freelance environment artist. Some of the titles shipped are:

Bayonetta,
Vanquish,
Street Fighter 4,
Final Fantasy 7 Remake

EXPERIENCE

READY AT DAWN STUDIO

4/2019 - present

Irvine, CA, USA // Environment Artist

- Work with Art, Design and Engineering teams for the creation of best-in-class game environments/levels
- Verify the quality of objects and environments once imported into the game, and make improvements when necessary

VARIOUS STUDIO

01/2015 - 2/2018

Japan, England // Freelance

Digital Environment Creations.Inc. - **FinalFantasy 7 Remake / Accel World VS Sword Art Online (Environment artist)**

Komugi inc. - **VR Museum (VR developer in UE4)**

Oval Games Inc. - **Caravan Stories (Environment Artist)**

Barehand Modeling Studio Inc. - **Ultraman VR (Environment Artist)**

HEXADRIVE Inc. - **Unannounced (Environment Artist)**

ArtPlay Inc. - **Bloodstained: Ritual of the Night (Technical Support)**

Writting

Unreal Engine 4 Material Guide Book - author

PLATINUMGAMES INC.

05/2013 - 15/2014

Osaka // Senior Environment Artist

- Creating 3D, real-time environments in Unreal Engine 4
- Work with Art, Design and Engineering teams to establish and build pipelines, processes and tools for the creation of best-in-class game environments/levels
- Refine and improve geometry creation pipelines for environments
- Experience in working with outsource art studios and other external vendors

CYBERCONNECT2 CO.,LTD

02/2011 - 03/2013

Tokyo, Fukuoka // Lead Environment Artist

- Creating 3D, real-time environments in Unreal Engine 3
- Work with Art, Design and Engineering teams to establish and build pipelines, processes and tools for the creation of best-in-class game environments/levels
- Refine and improve geometry creation pipelines for environments
- Track all environment content work, continuously profile the game and proactively find and suggest solutions for performance bottlenecks
- Experience in working with outsource art studios and other external vendors

AVANT CO.,LTD

01/2006 - 01/2011

Tokyo // Environment Artist

- Reference game design documents and develop an in-depth knowledge of the environments, objectives, atmospheres, story and style to create game levels
- Use concept art inspiration to create game assets that make our environments come alive
- Verify the quality of objects and environments once imported into the game, and make improvements when necessary
- Collaboratively design, model, texture, and light AAA game structure and environmental assets
- Work closely with Animators, VFX Artists, and Technical Artists to achieve the best results possible
- Collaborate with the Production Art Lead to cost and schedule taskst

CREEK & RIVER CO.,LTD.

04/2005 - 10/2005

Tokyo // VFX Artist

- Proficiency in Maya and Photoshop
- Have a good understanding of 3D modelling and animation
- Ability to work and elaborate on key reference or concepts

EDUCATION**TOYO UNIVERSITY**

2000 - 2005

Bachelor

DIGITAL HOLLYWOOD

2004 - 2005

Diploma

SKILLS

- Good technical chops and the ability to quickly master new pipelines and tools
- Ability to create interesting, detailed and visually appealing levels
- Good working knowledge of industry leading 3D modelling packages
- Highly organized with excellent spoken and written communication skills in Japanese
- Highly proficient with Maya, ZBrush, Substance Designer, Painter, Photoshop and UE4
- Excellent texture creation skills with a strong understanding of modern shader usage
- Ability to create interesting, detailed and visually appealing environments

SOFTWARE

- Maya
- Zbrush
- Substance Designer, Substance Painter, Photoshop
- Unreal Engine 4, Unreal Engine 3
- MARvelous Designer, Speed Tree, World Machine