Aidan Stokes Resume

Address: UK, London **Contact Details:** Cell: +44 7533 043810 **Email:** aidanstokes39@gmail.com **LinkedIn:** /aidanstokes97 **Website:** Aidan-Stokes **Nationality**: American/South African **Availability:** Immediate

Work Experience

With four years of dedicated experience in the dynamic field of Game Design, supplemented by an additional four years of freelance engagements and personal game development projects, I bring a depth of knowledge and a commitment to excellence to every endeavor. My passion for games is not only a professional pursuit but a personal calling, as it resonates profoundly with my life's aspirations. I am driven by the desire to contribute meaningfully to the gaming landscape, drawing inspiration from the transformative experiences games have provided me since my formative years.

Technical and Business Skills

- **Skills:** 3D Asset Optimization, 3D Environment Design, 3D Asset Texturing, Blender, Substance Painter, 3DS Max, Substance Designer, Unity, After Effects, Premier Pro, Photoshop
- **Coding Languages:** C#, Unreal Engine, Unity, Zbrush, C++, Java

Work Experience

VR Designer and Developer   **Forge Academy & Labs, Randburg**   **Sep '22 - Sep '24**
- I am an all-round in-house 3D asset and environmental graphic designer, motion graphics artist and Unity VR developer for the company helping with any and all creative work.

Game Asset Creator - Contract   **The Boiler Room, Randburg**   **Jul '22 – Sep '22**
- Worked as a short-term contract game asset creator, making optimized assets for mining companies and industry in Unity for VR induction and Safety games. The respective companies I made assets for include:
- Sibanye-Stillwater, AngloGold, Ashanti Limited, Harmony Gold, Wood Chemicals SA (Pty) Ltd

3D Game Designer/Motion Graphics   **Mortimer Harvey, Johannesburg**   **Apr '21 – Jul '22**
- Worked as a 3D game asset artist and multi-media designer. The jobs and companies I worked with:
- Old Mutual (Bank), Tekonomica, Everyday Gr8s Campaign, Saving Sofia

Game Designer/Developer   **Arctic Arts, Johannesburg**   **Jan '20 – Apr '21**
- Worked as a 3D game asset artist and developer for mobile games, creating optimised assets and engine work.
- Worked with Unity, 3DS Max and Android studios.

Portfolio

https://aidan-stokes.com

Educational Qualifications

UX Design Institute, Dublin   **2024**
UX Design Institute, Dublin   Dublin, Ireland
- Completed a UX and UI certificate online with the UX Design Institute based in Dublin as a part of my upskilling.

Vega Bordeaux, International Institute of Education   **2020**
Certificate in Fine Arts   Johannesburg, South Africa
- As part of my bachelor's, we had a separate module in my degree that issued a certificate in Fine Arts upon completion.

Vega Bordeaux, International Institute of Education   **Jan '17 - Dec '20**
Bachelor of Computer Science (BCIS)   Johannesburg, South Africa
- 2D animation, 3D animation, Unity Engine work, Principles of Game Design, Marketing, Research, AI machine learning, Backend engine development with Vukan api, Fine arts
- Studied at the International Institute of Education (I.I.E.), focused on game design and development, where we learnt both the coding and design side of games. Subjects include Programming.