

# ARON TARDINI

aron\_tardini@southridge.com.au

0408 996 661

<https://southridge.com.au/blogs/aron-tardini-3d-generalist-portfolio>

## **3D Generalist / Motion Graphic Designer**

9 years working as a 3D generalist/motion graphic designer. Working with multiple teams in video production, tech innovation, mobile, web and games. Developing work pipelines to meet tight deadlines under strict budgets targeting client requirements. Ability to rapidly learn new technology, software and articulate and collaborate effectively to team members and clients with creative and clear problem solving with a professional and fun attitude.

### **EMPLOYMENT**

#### **FKD Studio - Architectural Visualisation**

**2017–CURRENT**

[www.fkdstudio.com.au](http://www.fkdstudio.com.au)

*3D visualizer*

- Liaising with clients
- Project management
- Creating 3D Rendering Architecture
- Working within a team

#### **Isobar Digital Marketing agency**

**2009 -2017**

[www.isobaraustralia.com](http://www.isobaraustralia.com)

*3D Artist/Generalist*

- 3D VFX and MGFX for web based and TV commercials.
- Post Video production - editing, keying, EXR multipass compositing.
- Extensive 3D modelling, U.V. mapping, texturing, materials and rendering of environments, characters, vehicles and props.
- Produced production quality concepts and rapid prototyping of linear and interactive builds.
- Research and development of software/hardware for future/innovative projects.

## **SouthRidge Auto Art**

[www.southridge.com.au](http://www.southridge.com.au)

*Owner/Operator*

**2014 –CURRENT**

- Liaising with customers
- Compiling, filling and sending orders
- Time management
- Creating 3D Rendering Automotive art pieces
- Working independently
- Marketing content

## **EDUCATION**

### **Victoria University**

*Certificate III C# Scripting/ Game Development*

**2012**

### **Visual Jazz**

*Film Victoria Internship*

**2010**

### **Swinburne University of Technology**

*Advanced Diploma in Multimedia and Design*

**2009**

## **TECHNICAL SUMMARY**

- After Effects -Elements 3d
- Maya/3D Studio Max
- Nuke
- Photoshop
- Illustrator
- Motion Capturing IPI
- Unity 3D
- Unreal 4
- Blender
- Z Brush
- 3D printing
- Solidworks.
- Can work with ease with Mac or Windows.