

Aedan Chaseling

Career Objective

To be employed as an artist for game industry to further my 3D skills and to take part in making mobile games. I find my talents to be in low poly modelling, texturing and animation.

Skill set

I see myself as someone who works well in a team, I am positive and resilient.

I have a well set knowledge in the following programs:

Autodesk Maya 2014-15

Photoshop

Unity

After Effects

Photoshop

Open Office

Academic Acheivments

2014 - Academy Of Interactive Entertainment, NSW

- Advanced Diploma of Professional Game Development (Artist)

2012 - Corrimal High School, NSW

- High School Certificate
- Year 12 School Vice Captain
- Public Service to School Award, Received by Australian Defence Force

Contacts

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LinkedIn – [Aedan's LinkedIn](#)

FaceBook – [Aedan's Facebook](#)

-Online Website-

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