AIDAN ROSENBERG

PORTFOLIO

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CONTACT

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EDUCATION

Northeastern University
Dec. 2024
B.S. Computer Science & Media Arts
Summa Cum Laude

SKILLS

Art and Design

After Effects
Autodesk Maya
Premiere Pro
Illustrator
InDesign
Photoshop
Figma
Adobe XD
Unity
Substance 3D Painter
Substance 3D Designer
ZBrush
Xgen
Marvelous Designer
Clip Studio

Languages and Frameworks

Proficient in:
Java, C#, TypeScript, HTML, CSS, SQL, React

Familiar with:
C++, MongoDB

WORK AND VOLUNTEER EXPERIENCE

Elastic Path | Boston, MA
Video Marketing Co-op | *Jan. - Jul. 2023*

- Storyboarded, created all visual assets for, and animated three explanatory short videos visualizing marketing scripts
- Created animated clips, edited videos, and created related graphical assets for company's website blog, YouTube channel, digital ads, social media, trade shows, and Gartner Magic Quadrant™ submission
- Edited and created branding for several YouTube series; created templates to enable easy editing of future videos
- Created templates for video assets to enable easy and consistent video editing

Coverys | Boston, MA
Graphic Design Co-op | *Jan. - Jul. 2022 (FT)* | *Jul. - Aug. 2022 (PT)*

- Created and designed 24-page interactive brochure with original graphics and animated data visualizations
- Created unique branding materials for presence at U.S. Open including: themed decals, documents, brochures, and signage
- Designed and animated social media templates and posts, blog post and brochure graphics, brochures, email templates, and event invites

Semgeeks | Belmar, NJ
Design Intern | *Apr. - Jun. 2020*

- Redesigned 100% of sample website independently using Wix; designed mock landing pages and single page sites
- Edited images for company blogs, improved site stability

PROJECTS

Torelios | *3D Environment Asset Pack*
- Designed, modeled, and textured a complete stylized modular 3D asset pack for an environment, including building components and props; created custom procedural materials using node-based software

Multi-State Character Controller | *3D Character Controller for Unity*
- Programmed and assembled easy-to-use Unity project for a third-person multi-state character controller that can be connected to any 3D character with animations, utilizing Unity's new input system

Cat Bike | *3D Animation*
- Designed, modeled, rigged, textured, and animated a unique vehicle and composited it in a real-world backdrop, focusing on camera matching and hard-surface modeling

Escaping Khoury | *3D Video Game*
- Led all environment design aspects of creating 3D Unity platformer RPG by designing and assembling game world; designed game UI layout; scripted behavior for multiple aspects of game, including final boss AI, UI elements, and player preferences

Desert Cloth Simulation | *3D Animation*
- Designed, created, textured, and simulated clothing on animated 3D character; storyboarded and animated character in environment