



Aaron C. Jeromin

EMAIL

[ajeromin42\(at\)cfl.rr.com](mailto:ajeromin42(at)cfl.rr.com)

WEB

www.talldrinks.com

www.linkedin.com/in/ajeromin

www.youtube.com/user/ajeromin/videos

Profile

A game industry professional with a passion to research, develop and implement industry-leading user experiences and technologies, with originality and efficiency always in mind. A fast learner who thrives in unfamiliar and challenging conditions.

Experience

SENIOR TECH ARTIST & INVENTOR, ELECTRONIC ARTS, 2002-PRESENT

Lead on company-wide Incubation team. Responsibilities include researching and prototyping disruptive technologies and new interaction paradigms across all platforms. Led several teams through console transitions while building efficient toolsets and pipelines. Shipped over ten titles across three generations.

HEAD RESEARCH ASSOCIATE, FIEA, HOUSE OF MOVES EAST, 2006-2011

Operated and directed largest motion capture stage on east coast for EA, Disney, NSpace and education. Extensive peripheral and HID research and implementation. Technical art and motion capture curriculum development and masters-level instruction.

OWNER AND CONSULTANT, TALLDRINKS, LLC, 2007-PRESENT

Award-winning graphics and technical work for multiple clients in games, commercial and entertainment. Mobile development work.

Education

RINGLING SCHOOL OF ART & DESIGN, 1998-2002

Bachelor of Fine Arts in Computer Animation

Skills

Highly adaptable and efficient. Hardware and software prototyping. Software: Maya, Motion Builder, ZBrush, Mudbox, Houdini, Photoshop, After Effects, Premier, Perforce, C++, Obj-C, XCode, VS2010, MEL, Python, Javascript, HTML, UDK, Unity, Blade. Specialties: Automation, augmented reality, photogrammetry, hardware hacking, invention. See website for examples.

Referrals

Available upon request.