

# Aiko Shinohara - Environment Artist

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## SUMMARY

I am a 3D Environment artist with over 10 years of experience. Most of my career has been developing video games in Japan. Currently, I participate in an unannounced title at Firewalk studio.

Some of the titles shipped are:

Bayonetta,

Vanquish,

Street Fighter 4,

Lone echo 2.

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## Work Experience

### Firewalk Studios

Full Time - Bellevue, WA, USA // Environment Artist

09/2021 - Current

- Use concept art inspiration to create game assets that make our environments come alive
  - Verify the quality of objects and environments once imported into the game, and make improvements when necessary
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### Ready At Dawn Studio

Full Time - Irvine, CA, USA // Environment Artist

04/2019 - 07/2021

- Work with Art, Design and Engineering teams for the creation of best-in-class game environments/levels
  - Verify the quality of objects and environments once imported into the game, and make improvements when necessary
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### Freelance Environment artist

Tokyo, Japan & Guildford, United Kingdom

01/2015 - 01/2018

**Final Fantasy 7 Remake** (Environment Artist) **VR Museum** (VR developer in UE4), **Caravan Stories** (Environment Artist), **Ultraman VR** (Environment Artist), **Bloodstained: Ritual of the Night** (Environment content creation workflow advisor)

**Unreal Engine 4 Material Guide Book** (Author)

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## Senior Environment Artist

Full Time - Platinum games, Inc - Osaka, Japan

05/2013 - 12/2015

### Scalebound (Canceled)

- Creating 3D, real-time environments in Unreal Engine 4
- Work with Art, Design and Engineering teams to establish and build pipelines, processes and tools for the creation of best-in-class game environments
- Experience in working with outsource art studios

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## Lead Environment Artist

Full Time - CyberConnect2 Co.,Ltd - Tokyo & Fukuoka, Japan

02/2011 - 03/2013

Unannounced title

- Work with Art, Design and Engineering teams to establish and build pipelines, processes and tools for the creation of best-in-class game environments
- Track all environment content work, continuously profile the game and proactively find and suggest solutions for performance bottlenecks
- Experience in working with outsource art studios
- Reference game design documents and develop an in-depth knowledge of the environments, objectives, atmospheres, story and style to create game level

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## Environment Artist

Full Time - Avant Co.,Ltd - Tokyo, Japan

01/2006 - 01/2011

**Street Fighter 4** (Arcade), **Final Fantasy Type Zero**(PSP), **Bayonetta** (Xbox 360, PS3), **Vanquish** (Xbox 360, PS3)

- Use concept art inspiration to create game assets that make our environments come alive
- Verify the quality of objects and environments once imported into the game, and make improvements when necessary
- Collaboratively design, model, texture, and light AAA game structure and environmental assets
- Work closely with Art Director, FX Artists, and Technical Artists to achieve the best results possible

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## Education

### Diploma in Computer Graphics

Digital Hollywood - Tokyo, Japan

04/2004 - 03/2005

### Bachelor's in Economics

Toyo University - Tokyo, Japan

04/2000 - 03/2005

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## **Skills**

- Maya (10+ years),
  - Blender (1 year),
  - Zbrush (5 years),
  - Substance Designer (5 years),
  - Substance Painter (5 years),
  - Photoshop (10+ years),
  - Unreal Engine 4 and 5 (5 years),
  - Marvelous Designer (1 year),
  - Speed Tree (Less than 1 year)
  - World Machine (Less than 1 year)
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