

Summary

Real-time 3D artist graduating from Drexel in June 2027. I've done three co-ops, including one at EwingCole where I built a VR walkthrough and putting simulator for an upcoming University of Pennsylvania Golf Facility for Meta Quest 3. I model, texture, and ship in Unreal Engine 5 and Unity, and I use AI tools when they save me time. Looking for a full-time role in VR/AR, real-time 3D, or technical art.

Contact

✉ **Email:** agl55@drexel.edu
☎ **Phone:** 510-912-0051
in **LinkedIn:** [/in/aidanlarsonprofile](https://www.linkedin.com/in/aidanlarsonprofile)
AGL **Portfolio:** [aglvirtual.com](https://www.aglvirtual.com)

Education:

Drexel University, June 2027
B.S. in Digital Media and Virtual
Production. GPA: 4.0, Dean's List

Skills

Real-Time & VR:

- Unreal Engine 5, Datasmith, Android Meta Quest deployment & optimization, Unity, Pano2VR, Meta XR SDK, OpenXR

3D Modeling & Texturing:

- 3ds Max, Autodesk Maya, ZBrush, Substance Painter/Designer, Blender, Mari, AutoCAD

AI-Integrated Production:

- Generative 3D (Tripo, Hunyuan, Rodin/Hyper3D), Cascadeur (physics-based animation with automation), Claude Code and GPT Codex with custom Unreal, Maya, and Blender MCPs

Capture & VFX:

- Motion capture (Shogun Live), photogrammetry (Reality Capture), Trimble laser scanning, Houdini, Nuke, HLSL and material graph work for effects.

Motion Design:

- After Effects, Premiere Pro, motion graphics, animated brand collateral, cinematic sequence editing

Version Control:

- GitHub, Perforce, Unity Plastic SCM

Programming & Additional Design:

- Python, C# basics, Blueprint visual scripting, Adobe Creative Cloud, HTML/CSS, Figma.

Professional Experience

EwingCole | Philadelphia Digital Media Co-Op | October 2025 - March 2026

- Owned the full AR/VR pipeline for a capstone deliverable: a fully interactive VR walkthrough of the University of Pennsylvania Cobbs Creek Golf training facility with a functional real-time putting simulator - modeled and textured in 3ds Max, optimized geometry for a locked 60fps frame rate and 500k triangle count budget on the Quest 3.
- I transferred scenes via Datasmith, and packaged the final build for Meta Quest 3.
- Contributed AR/VR development across half a dozen client-facing architectural visualization projects.
- Conducted field laser scanning with a Trimble scanner at sites nationwide, capturing high-precision point cloud data for integration into the 3D pipeline.
- I started integrating AI tools into the production workflow to automate repetitive tasks and improve efficiency, and I haven't stopped since.

Drexel Animation, Capture and Effects Lab | Philadelphia Lab Assistant Co-Op | October 2023 - March 2024

- Worked with Epic Games on Phunreal Fest: designed the collateral and set up the VR exhibits.
- Used photogrammetry to build 3D models of rare vintage clothing for The Philly Collection and a VR exhibit on the blue wasp for the Academy of Natural Sciences.
- Used motion capture to animate characters for immersive experiences.

MIAX Exchange Group | Princeton, New Jersey Digital Marketing Co-Op | October 2024 - March 2025

- Helped lead the company rebrand: animated the new logo, built templates and digital collateral, and turned old forms into interactive PDFs.
- Researched competitors to find social and ad opportunities, and reorganized the team's digital assets

Projects | Drexel University and Personal Endeavors

- Through the Fog (senior capstone, in progress): first-person Quest 3 VR scene recreating the 1777 assault on the Cliveden house in Germantown, Philadelphia. Most models hand-built to a 500,000 triangle budget. I use Claude and GPT Codex through Blender for small model and texture updates and log every AI tool I use.

Additional: Digital Media Instructor, iD Tech (Jun-Sep 2023) - taught design software such as Unreal Engine and mentored student portfolios. Tech Chair, Lambda Chi Alpha - managed social media strategies.