Mager Kamel Aquino

Senior Character Artist

Montréal, Québec, Canada

mkaportfolio.com
linkedin.com/in/mkaart
artstation.com/mkaart

ABOUT

I'm a Senior Digital Character Artist working in AAA games since 2006, with experience spanning concept development, character production, and final rendering. I've contributed to main characters, narrative characters, and NPCs alongside talented teams, while continuing to refine my craft through personal projects, visual storytelling, and technical exploration.

I also explore how emerging technologies, including AI, can support creative ideas and new ways of working. Each project presents its own process and tools, making clear what I created by hand and where AI contributed.

EXPERIENCE

Haven Studios | Sony
Permanent Full-time · 5 yrs 1 mo
Montreal, Quebec, Canada

- **Senior Character Artist | Fairgames**
  2021 – 2026
  Hybrid

  Collaborated with the art team since early production to support character goals, working under the project's creative and art direction to contribute to early 3D concepts and test models for visual inspiration.

Le Campus ADN
Contract Part-time · 4 mos
Montreal, Quebec, Canada

- **Practical Lab Instructor**
  2020 – 2021
  Hybrid

  Supported the course instructor during character art labs, answering student questions and helping students with their 3D modeling workflows.

Ubisoft Montréal
Permanent Full-time · 12 yrs 11 mos
Montreal, Quebec, Canada

- **Senior Character Artist | Tom Clancy's Rainbow Six Project**
  2020 – 2021
  Hybrid

  Joined the core team during pre-production to help develop an early version of the main protagonist, delivering high-resolution assets within franchise guidelines.

- **Senior Character Artist | Assassin's Creed Valhalla**
  2020
  Hybrid
  Assisted the character art team late in production with high-resolution modeling, texturing, baking for some main narrative heads.
- **Senior Character Artist | Unannounced Project**
  2017 – 2020
  On-site
  Worked alongside the character team on hard-surface modeling, organic modeling, texturing, and 3D concepting tasks.
- **Senior Character Artist | Watch Dogs 2**
  2014 – 2015
  Worked with the character team on main and narrative characters under technical constraints.
- **Senior Character Artist | Far Cry 4**
  2014
  Joined the character art team late in production to assist with the development of some narrative characters and NPCs.
- **Senior Character Artist | Watch Dogs**
  2012 – 2014
  Worked with the character team on main and narrative characters within production pipeline constraints.
- **Senior Character Artist | Unannounced Project**
  2010 – 2012
  Worked with the Art Director and a concept artist during pre-production, utilizing provided Egyptian historical references to help translate concepts into the initial 3D visual style execution.
- **Senior Character Artist | Assassin's Creed III**
  2012
  Joined the character art team late in production to assist with the modeling of one secondary narrative character.
- **Character Artist | Unannounced Project**
  2009 – 2010
  Worked with the team to assist with modeling for the main protagonist and supported various digital sculpture projects.
- **Junior Character Artist | Tom Clancy’s Splinter Cell: Conviction**
  2006 – 2009
  I started as a Junior Character Artist assisting highly talented senior character artists with props and NPCs, and was trusted over time to work alongside them on main and co-op narrative characters.

  Special thanks to Pascal Beaulieu, Hau Nghiep Phan, Horia Trandafir, Daniel Bordeleau, Jacques Marcoux, Jean-Francois Arseneau, The Chinh Ngo, and all the team for their deep passion for the craft, generous knowledge sharing, and invaluable artistic and technical guidance that truly launched my professional journey and deepened my passion for character art.

SOFTWARE SKILLS

SOFTWARE SKILLS

ZBrush · Blender · Autodesk 3ds Max · Marvelous Designer · Substance 3D Painter · Adobe Photoshop · Autodesk Maya (basics) · Wrap (R3DS) · xNormal · Marmoset Toolbag · Unreal Engine · Perforce · Adobe Premiere Pro · DaVinci Resolve · Anthropic Claude / Code · OpenAI ChatGPT · Google Gemini · Perplexity · Grok · Higgsfield

EDUCATION

NAD, School of Digital Arts, Animation and Design - UQAC
3D animation and Design for Video Games, Character Modeling Art
2004 – 2005
My experience spans a broad range of 3D workflows, with a particular focus on character creation.

LANGUAGES

English · Professional working proficiency
French · Full professional proficiency
Spanish · Full professional proficiency