

Russell H. Hinton

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rhinton.com

Skills

3DS Max, Maya, Zbrush, Nuke, Mocha, Unreal Engine, Unity Engine, After Effects, Adobe Photoshop/Illustrator, Subversion

Experience

January 2013 - September 2017

Alion Science and Technology, Orlando, FL - *Senior 3D Environment Artist*

- The Machinery Control System - Maintenance Trainer (MCS-MT)
- VMPA-NSMT Virtual Maintenance Performance Aid
- Modeled environment assets using 3DS Max for Navy Simulation and Game Training in CryEngine and UDK (Unreal Engine)
- Created a high level of detail in diffuse, specular, emissive, normal, opacity, ambient occlusion and reflection map textures in relation to real world objects using Photoshop
- Created simple rigs for Animation Sets in UDK, along with socketable systems, for construction procedures.

February 2011 - September 2012

Digital Domain Media Group, Port Saint Lucie, FL - *Stereoscopic Animator*

- 47 Ronin (2013)
- Transformers: Dark of the Moon (2011)
- The Smurfs (2011)
- Utilized industry standard tools to create stereoscopic visualization for an immersive 3D experience
- Constructed a 3D scene from 2D media, using keyframe animation techniques to achieve realistic movement through the course of a continuous film shot
- Rotoscoped high level of detail around objects to ensure foreground, mid ground, and background do not intersect with each other in a 3D scene

August 2009 - February 2011

Harrington Group, Orlando, FL - *3D Artist*

- Produced accurate 3D models from 2D reference images utilizing 3D Studio Max and Maya. Both in high level of detail to low level of detail.
- Created textures for models after layout of UVs to ensure models resemble real world objects by using a reference gather of photographic images.
- Utilized Alienbrain Asset Manager for group project workflow while working with customer-based software to complete animation tasks.

Education

2009

Full Sail University, Orlando, FL - *Bachelor of Science (B.S.), Computer Animation*

2018

Valencia College, Orlando, FL - *Network Administration Certificate*

2013

CG Workshops - *Polysculpting, Certificate of Completion*