Russell H. Hinton

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Skills

3DS Max, Maya, Zbrush, Revit, Nuke, Mocha, Unreal Engine, Unity Engine, After Effects,
Photoshop/Illustrator, Jira, Subversion, Vault, Agile development
HTML, CSS; Learning: JavaScript, C#

Experience

May 2018
Kratos Defense and Security, Orlando, FL – *Graphic Designer*

- KC-46 Virtual Trainer

- Produce 3D models and animations for aerospace realtime training systems
- Generated detailed images in relation to real world objects; managed assets using source control
- Shared knowledge with peers, Complete tasks within a short time-frame

January 2013 - May 2018
Alion Science and Technology, Orlando, FL – *Senior 3D Environment Artist*

- The Machinery Control System - Maintenance Trainer (MCS-MT)
- VMPA-NSMT Virtual Maintenance Performance Aid
- Virtual Steam

- Modeled environment assets using 3DS Max for Navy Simulation and Game Training in CryEngine and UDK (Unreal Engine)
- Created a high level of detail using all texture practices in relation to real world objects using Photoshop; Managed assets using source control
- Developed 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 Engineer*

- 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 objects did not intersect with each other in a 3D scene

August 2009 - February 2011
Harrington Group, Orlando, FL – *3D Generalist*

- 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*