

Russell H. Hinton

904-982-1230 • rhinton.cgartist@gmail.com • rhinton.com

Projects

- MRTS - E-6B Virtual Trainer, SPY-1D Virtual Trainer
- KC-46 Virtual Trainer
- pre LCS - Sailor 2025
- The Machinery Control System - Maintenance Trainer (MCS-MT)
- VMPA-NSMT Virtual Maintenance Performance Aid - LCS
- Virtual Steam
- 47 Ronin (2013)
- Transformers: Dark of the Moon (2011)
- The Smurfs (2011)
- Flight Safety Virtual Maintenance Trainer
- NGRAIN Joint Venture Maintenance Trainer

Skills Profile

- 3DS Max, Modo, Maya, Zbrush, Parametric Modeling, Revit: Over 10 years of content creation using 3D modeling software. Able to quickly ramp up to current Company workflows.
- Photoshop, Illustrator, Substance Designer/Painter, Affinity Designer, GIMP, Krita: Vast expertise using digital paint programs and node based applications.
- Unreal, Unity, CryEngine: Level Building and asset creation for content in game engines.
- Nuke, Mocha, AfterEffects, HitFilm: Experience using video editing tools for Company demos and final production content.
- Azure, Jira, Git, Subversion, Vault, Alienbrain: Familiar with source control software and sites.
- HTML, CSS, JavaScript: Front-end Web Development, used in building personal sites, product development, business development, and business proposals.
- C#: In the process of developing a game in Unity.

Work History

Lead 3D Artist, Systems Engineer - ProActive Technologies Inc., Orlando, FL - October 2019 - present

- Start from the ground up on various projects, understanding statement of work, the full requirements and timeline for completion.
- Analyze requirements and project IETM, development storyboards for procedure steps that would correspond to virtual trainer.
- Adapt quickly to obstacles and changing demands. Restructured project tasking in Azure to compensate graphic sprint workloads.
- Helped beginner 3D Artists with technical issues, along with teaching techniques to help expand knowledge and help with their workflow.

Senior 3D Artist, Quality Assurance Specialist - Kratos Defense and Security, Orlando, FL - May 2018 - October 2019

- Reduced tasking time by creating a library of reusable parts, helping other 3D artists achieve their goals faster.
- Involved with Installation and Maintenance Instructions (IETM) to perform remove and replace procedures, speaking with Air Force personnel if any questions occurred.
- Operated Boeing's IVT software, exporting .obj files for in-depth reference of aircraft parts to replicate and clean geometry for game engine production.
- Worked closely with System Analysts and Instructional Designers to minimize errors for final lesson deliveries.

Art Director - Wireframe Studio, Orlando, FL - October 2018 - May 2019

- Work with out-sourcing companies to generate numerous designs in a short turn-around time.
- Test designs on various products to see results, readability, and appeal.
- Keeping up-to-date on trends, keeping tabs on various content creators to see what gets views and traction through communities.

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

- Delivered all Navy projects on-time.
- Instrumental in getting Alion and co-workers up to speed when switching from CryEngine to Unreal Engine.
- Used AutoCAD and FARO laser scanned data for reproduction of commercial and non-commercial assets.
- Researched PBR pipeline workflows, created a texturing standard that other artists followed.
- Mentored artists on Material creation, texture creation, and PBR pipeline. Created reusable assets for quick art production, created Master Materials and other custom shaders in Unreal for Instancing purposes.
- Developed rigs for Animation Sets in UDK, along with socketable systems for construction procedures that programmers referenced.

Stereoscopic Artist - Digital Domain Media Group, Port Saint Lucie, FL - February 2011 - September 2012

- Responsible for and handled specific shots of footage to attain Client results. Took part in dailies of each shot, keeping Lead Production Artists up to date with progress and finalization.
- Utilized industry standard tools to create stereoscopic visualization for an immersive 3D experience.
- Constructed various 3D scenes 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 specific sections did not intersect with each other in 3D space.

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

- Successful delivery of commercial airline virtual trainers, Abrams M1A2 gun tube tech, and various weapon part take-down trainers.
- Produced accurate 3D models from 2D reference images and part measurements to millimeter specifications.
- Used version control for group project workflow with working with customer-based software to complete animation tasks.

Education

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

Valencia College, Orlando, FL - Network Administration Certificate

CG Workshops - Polysculpting, Certificate of Completion

Serious Game Development - Virtual Heroes, Inc. - Company Wide Training using Unreal Engine