

George Crudo

Software Engineer - Tech Artist - 3D Artist

GeorgeCrudoArt@Gmail.com | www.georgecrudoart.com

SOFTWARE SKILLS

Zbrush, Keyshot, Unity, 3ds Max, Maya, Unreal, Photoshop, Substance Painter, Quixel, Flash, Marmoset Toolbag

PROGRAMMING

C#, C++, C, Java, Python, Javascript, HTML, CSS, JSON, JQuery, Actionsript, Visual Studios, Azure DevOps Server (TFS), Git, SVN, Jira, Trac

EDUCATION

BS: Computer Science
BA: Digital Media - Game Design

University of Central Florida

ADDITIONAL INFO

Other Education

Adam Skutt - Character Creation for Games

Scott Eaton - Online Anatomy and Portraiture

Dylan Ekren - Creating Appealing Characters

EXPERIENCE

George Crudo Art LLC - Freelance Digital Sculptor

- Creating digital sculptures in Zbrush for licensed 3D Printed toys, collectibles and miniatures.
- Licensed works including Tom Clancy's Rainbow Six Siege figurines
- Mentorships and portfolio reviews for newer artists.
- Operating and maintaining a personal PLA 3D Printer.

Dignitas Technologies - Software Engineer II

Orlando, FL - 1/20 - Present

- Scripting 3D PBR assets in C# and JSON for Virtual Maintenance Trainers (VMT) in the Unity Game Engine
- Version Control through Microsoft Azure DevOps Server (TFS) using Git

Lockheed Martin - Software Engineer

Orlando, FL - 11/16 - 5/19

- Scripting 3D PBR assets in C# for a Virtual Maintenance Trainer (VMT) in the Unity Game Engine & in C++ for PREPAR3D
- Writing Maxscripts to help work with 3D assets more efficiently.
- 3D Modeling, UV mapping and retopologizing hard surface 3D Assets for training simulations utilizing Autodesk 3ds Max
- Texturing 3D assets using a PBR Workflow in Substance Painter, Quixel and Photoshop. Helping establish a PBR Content pipeline
- Adding features and fixing bugs in C++ in the PREPAR3D engine.
- Experience working with task tracking products Jira and Trac

UCF Institute for Simulation and Training - Assistant in Simulation

Orlando, FL - 5/14 - 11/16

- C# and Javascript work in the Unity Game Engine
- Simulation applications using Augmented Reality (AR) with Microsoft HoloLens and Unity with Vuforia
- Working in C++ and Java for Android applications

MG Studios- Lead VFX Artist

Orlando, FL - 7/09 - 3/13

- Rotoscoping and compositing for Stereoscopic 3D using Nuke.
- Creating 3D Assets for Promotional Content in Maya.
- Working in a high paced production environment for feature films and managing work for 10+ employees.
- Credited for work on Hookwinked Too, Conan the Barbarian (2011)