Anthony Russello
3D Generalist
anthonyrussello.digitalmedia@gmail.com
Online Portfolio: www.anthonyrussello.wordpress.com

Background

As a digital artist who specializes in 3D modeling, my work resolves primarily around the creation of visual environments for interactive media.

I enjoy the development process, and love the experience of working with a team of like-minded and varied individuals that come across all disciplines; including artists, designers, and engineers.

My professional experience includes a mixed range of work in modeling and texturing 3d visual environments for real-time interactive applications and simulators, constructing computer-generated visualizations of trade show booth designs, and creating a series of videos from the initial storyboard conception to the final animated rendering for an advertisement agency's clients.

While I specialize in modeling and texturing environments for work, in my spare time I enjoy switching between working on designs, models, animations, audio, game logic, ai, and music for my own personal game projects; having spent the last several years learning and using such real-time engines as Unreal Engine 4 and Unity. I find I have a constant crave for learning new software and skills involved in the development process, which is one of the reasons why I chose to enter the field of computer graphics.

Experience

Visual Database Developer at Kongsberg Maritime Simulations
September 1st 2015 - February 28th 2017 *(1 year 6 months)*

I worked within the database development team on creating 3D real-world locations to-scale for real-time simulators that serve as navigation training for merchant, offshore and naval vessels. The collection of 3d visuals, textures, and additional chart data for a specific geological location was collectively known as a database at the company.

Duties included photographing ports and harbors along the waterways for photographic reference, using said references to recreate a location by creating textures and models of visual landmarks, using in-house software to create the geographical location abiding to the latest S-57 or 933 nautical chart data, generating the radar, collision, buoy, and navigational chart files to be used in the simulator along with the 3d visuals, and finally performing testing and corrections on the simulator test bed for quality assurance and client satisfaction.

Art Director at The Voice LLC - Advertising Agency

December 2013 - December 2015 *(2 years)*

I performed contract-based work as a 3D modeling and animation specialist for corporate video advertisements, branding, concept production and storyboarding; and have done a variety of projects ranging from simple mask outs of live action footage in Photoshop and AfterEffects to developing a series of two-minute average duration 3D animations from concept to finish, as well as producing InDesign documents for corporate presentations. Clients included Avalara, CA Technologies, Kitchen Brains, ArisGlobal and Newtex.

Children's Book Video Animator
November 2012 - May 2013 *(6 months)*

I produced an animated video version of a children's book, Susie and Jerome: A Healthy Home, using Adobe After Effects and the provided vector-based artwork in my off-time for UConn's health department while attending college.

Teaching Assistant at MindFlight – Plymouth State University
Stop Motion Animation 2011 - 2013 *(1 week duration program, 3 years consecutively)*

I worked at an educational week-long summer camp (for three consecutive summers) with one of my graphic design professors from UConn in helping teach middle school children the joys of stop motion animation, splicing their work together in one grand demo reel for their last day, and keeping the glitter out of the computer room.

3D Generalist and Game Developer at Gamesmith Laboratories
January 2012 - May 2012 *(4 months)*

I worked closely with a small team of people on a research-based grant to develop an educational video game prototype that would teach a college-level statistics course to students. The project included producing the 3D models and textures for an office-based setting, as well as some basic character animations. I was involved with the team in forming the game design, narrative, and mechanics, and had the added bonus opportunity of attending a game development and storyline workshop with television and game screenplay writer Lee Sheldon.

Level Designer at Synergy Mod Team
January 2005 - August 2008 *(3 years 7 months)*

I worked on a team where I designed and created levels for the game modification: Synergy, which added an online cooperative mode to the popular PC game, Half-life 2. Highlights include the modification being selected along with four others to gain first-time special access to the Steamworks SDK; and to be published directly on Valve Software's online distribution platform, Steam.

Education

The University of Connecticut *(2008-2013)*
Bachelor of Fine Arts *(BFA)*, Studio Arts with a concentration in Illustration.
Digital Media Minor.

Software Experience

3D Modeling, Sculpting and Animation
Autodesk 3D Studio Max
Autodesk Maya
Autodesk Softimage
Autodesk Mudbox
Blender 3D
Pixologic Zbrush
Presagis Creator

Texture Creation
Allegorithmic Substance Painter
Allegorithmic Substance Designer
CrazyBump
xNormal
Corel Painter
Quixel Suite

Adobe Creative Suite
Adobe Photoshop
Adobe AfterEffects
Adobe Illustrator
Adobe InDesign
Adobe Audition
Adobe Acrobat

Microsoft Office
Word
Excel
Powerpoint
Outlook

3D Rendering and Real-time Engines
Unreal Engine 4
Unity 3D
OpenSceneGraph
Valve Source Engine
Autodesk MentalRay
Marmoset Toolbag 2

Miscellaneous Software
Microsoft Team Foundation Server
Visual Studio 2015
Skype for Business
FL Studio 12
Google Earth Pro
ENC Nautical Chart Viewers