Anthony Russello
3D Developer
anthonyrussello.digitalmedia@gmail.com
anthonyrussello.wordpress.com
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Summary

Experienced and versatile developer skilled at Blueprint scripting and C++ for Unreal Engine 4. Additionally experienced in creating models for real-time and interactive applications, animation, motion graphics, and editing. Enjoys programming procedural systems, AI, and interactive applications.

Advanced scripting experience in Blueprints for Unreal Engine including but not limited to:

- Implementation of a finite state machine to power "colonist" AI with needs and priority task finding, as I develop my current real-time strategy and colony life simulation game.
- Experience with Actors, Components, animation blueprints, UI Widgets, audio cues, advanced master materials, hierarchical instance static mesh integration, Cascade Particles, timers, blueprint nativization, Sequencer/Matinee, physics, Object interaction in Virtual-Reality using the Oculus Rift S
- Various methods of procedural map generation and optimized querying of tens of thousands of potential items for AI
- Event Driven Interactions
- Crafting, building, and inventory game systems using a mixture of dictionaries, custom structs, and TArrays
- Writing more computationally expensive functions in C++ and exposing them to blueprints in order to utilize a combination of C++'s performance advantage and expanded access to Unreal's API, while maintaining blueprint's advantages of fast prototyping, flow control, and visualization.
- Refactoring and Git integration

Please visit my portfolio at https://anthonyrussello.wordpress.com/portfolio/project-olympus-unreal-engine-4-solo-game-project/ for examples specific to blueprints. I look forward to hearing from you!

VR Animation Specialist at Belcan
January 2019 – Current

Development of real-time and virtual reality applications within the aerospace industry for Pratt & Whitney utilizing Unity. Optimized 3D production pipeline leading to cost savings of a potential

$150,000+ a year via MEL scripting for Maya. Modeled engine systems for interactive applications.

Video Editor/Animator at Perfect Pitch Productions
December 2017 – December 2018

Edited commercials for broadcast and social media, motion graphics, 3D animations & models. Software usage includes Adobe Premiere, AfterEffects, Autodesk Maya and Unreal Engine 4 for real-time rendering solutions. Created blueprint scripts for automated animated effects.

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

Created 3D geographical representations for real-time simulators that serve as navigation training for merchant, offshore and naval vessels. Carried out photo-shoots of ports, harbors and other areas of interest for the region of the world being constructed for the simulator. Photos were geo-referenced and automatically correlated with the 3D scene to aid in data production. Modeled and textured visual landmarks. Used in house procedural modeling tools to generate the 3D scene needed by the simulator based on a variety of vector and raster geospatial data sources including but not limited to ENC (Electronic Nautical Charts) and DEM(Digital Elevation Models). Performed 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)*

Utilized Unreal Engine for real-time rendering to develop efficiently rendered videos for corporate video animations and interactive trade-show booth previsualizations. Clients included Avalara, CA Technologies, Kitchen Brains, ArisGlobal and Newtex.

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

Animated a video version of the children's book, Susie and Jerome: A Healthy Home, using Adobe After Effects and the provided vector-based artwork 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)*

Taught and assisted at an educational week-long summer camp (for three consecutive summers) with one of my graphic design professors from the University of Connecticut. Helped teach

middle school children stop motion animation, and spliced their work together into a demo reel for their last day.

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

Worked in a team on a research-based grant to develop an educational video game prototype in Unity to teach a college-level statistics course to students. Work included producing the 3D models and textures for an office based setting, as well as basic character animations. Involved in developing the game design, mechanics, and narrative.

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

Designed and developed 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

Development
Unreal Engine 4
Unity 3D
Microsoft Visual Studio
Git
Microsoft Team Foundation Server
Microsoft Office Suite
Valve Source Engine

3D Modeling and Animation
Autodesk Maya
Autodesk 3D Studio Max
Blender 3D
Adobe Creative Suite
Allegorithmic Substance Painter & Painter
3D Coat