

# GERARD PIANTA

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## SOFTWARE AND HARDWARE EXPERIENCE

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- **Modeling and Animation:** Maya, 3DS Max, Mudbox, Agisoft PhotoScan, FaceFX, iPi Soft
- **Texture Creation:** Photoshop, XNormal, Mudbox
- **Game Design Pipeline:** Unity, Unreal
- **Scripting:** C#, Unityscript, Playmaker for Unity, Unreal Blueprints
- **AR/VR:** Magic Leap, Microsoft HoloLens, HTC Vive
- **Version Control and Bug Tracking:** Tortoise SVN, Redmine

## SKILLS

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- Excellent knowledge of character rigging and skinning
- Excellent knowledge of character animation
- Good knowledge of modeling and edge flow
- Intermediate knowledge of C# scripting and node-based visual scripting

## WORK EXPERIENCE

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### **Alion Science and Technology**

Orlando, Florida  
September 2019 - Present  
Technical Artist, Associate

Responsible for hard-surface modeling, UVing, texturing, and lightmapping assets, as well as implementing them in Unreal. Assets are prepped with simple socket-based rigs to automate the process of implementing complex model hierarchies in Unreal.

### **UCF Institute of Simulations and Training**

Orlando, Florida  
July 2011 - September 2019  
3D Animation Associate

Responsible for creating a variety of art assets for 2D and 3D projects, including augmented reality, virtual reality, mobile applications, and more. Worked efficiently as the member of a small team to make projects a success. Made extensive use of a wide range of skills including hard/soft surface modeling, skinning, rigging, animation, rendering, and helped lead in the development of prototypes for clients using visual scripting systems.

## EDUCATION

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### **Florida Interactive Entertainment Academy (FIEA)**

Orlando, Florida  
Graduated December 2010  
MS Art-Interactive Entertainment

#### **Major projects:**

-Shadows of Abigail July 2010

A side-scrolling platformer.

- Rigging and animation
- Character and environment modeling

### **University of Central Florida (UCF)**

Orlando, Florida  
Graduated May 2009  
BFA Art-Animation

#### **Major projects:**

-Paranoia May 2008

A short film about a woman afraid of a murderer in her home.

- Character modeling and rigging
- Animation

### **2019 Unreal Academy Attendee**

Sharpened Unreal Engine skills with instruction from Epic developers