

George Crudo

Software Engineer - Tech Artist

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I am a software engineer, technical artist and 3D artist with 5+ years of professional experience working in the military simulation industry. I have worked with teams throughout the development pipeline from creating fully textured and animated art assets to programming fully interactive and working simulation experiences. I am a self-motivated learner and problem solver. Having a wide range of skills and experience makes me an asset and effective communicator for any development team.

SOFTWARE SKILLS

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

PROGRAM LANGUAGES

C#, C++, C, Java, Python, Javascript, Actionscript

EDUCATION

B.S., Computer Science
B.A., Digital Media - Game Design

University of Central Florida - May 2016

OTHER EDUCATION

Adam Skutt - Character Creation for Games 2016

Scott Eaton - Online Anatomy and Portraiture 2017

Dylan Ekren - Creating Appealing Characters 2018

EXPERIENCE

Lockheed Martin - Software Engineer

Orlando, FL - 11/16 - 5/19

- Working in the Unity Engine and scripting 3D assets using C#
- Integrating 3D PBR textured assets into Unity and PREPAR3D game engines
- 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
- Working in the PREPAR3D flight simulator engine to add new features or fix bugs using C++
- Experience working with task tracking products Jira and Trac

UCF Institute for Simulation and Training - Assistant in Simulation

Orlando, FL - 5/14 - 11/16

- Working in the Unity engine writing code and troubleshooting in C# and Javascript scripting languages
- Research and development for military simulation applications for PC, Android and pioneering development for AR with the Microsoft HoloLens and AR in Unity w/ Vuforia
- Working in C++ and Java programming languages for Android applications
- Working with GIS data in Global Mapper, VBS2 and VBS3

Freelance Digital Sculptor

2017- Present

- Creating digital sculptures in Zbrush for 3D Printed toys and collectibles
- [Just Play Products](#) - 2018 - Working under a well-known video game license for a line of 10 figures and ensuring that 3D models are approved by licenser