

## Competencies

3D / Tech Artist with 9 years of professional experience in the trenches of Advertisement, Gaming and VR

Pipeline and Tool Design, bridging the gap between artists and engineers to build time saving internal tools and workflows

Evolving knowledge of fresh-to-market software

Well suited to tight deadlines and high tension environments

Languages: English, Russian

## Work Experience

4/17-4/19 **MLBAM, NYC** - Technical Director

- Working on a small, internal MLB Games team, jack of all trades, with emphasis on internal tool design and improving rigs, deformation and outfit library for the Character Team

- Building out universal stadium Substances, that would encompass all surface variations and needs in a small, easily modifiable, in-game library

2/16- 4/17 **Freelance 3D / VR Artist**, NYC area

- Studios include MPC, Framestore, Psyop and ODD

4/10-10/15 **Launch, NYC** - Lead 3D Artist, Head of Prop Dep't

- Asset creation, clothing simulations, and self driven rigs to expedite the animation process

- Maintaining top quality prop library, including upressing and retexturing outdated models to meet company standards

- Managing a small team of artists, when working on large projects or updating library assets

- Assisting in translating spots for the Russian market

- Clients include Coke, Stella Artois, Hersheys, Nissan, Ikea, Lyrica, Niquitin, Chopstick, Robitussin and Neosporin

## Education

12/08 **BA, Academy of Art University**, San Francisco

- Emphasis on Environment Art and Rigging

# Gera Rusinoff

## Gera3D.com

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Model Texture Shade Rig

## Software

Maya

Zbrush

Mudbox

3DS Max

Photoshop

Illustrator

After Effects

Substance Painter

Substance Designer

Marvelous Designer

Unreal

Unity

MS Suite

Proficient with using 3rd party software , such as xNormal, Topogun and Crazybump, to provide highest quality models and maps for rendering, shader and animation needs

Some experience with lighting environments for real time pipelines