

# SCOTT GIACOMIN

## Digital Artist

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## Summary

Creative and knowledgeable digital artist with over 10 years experience developing 3D and 2D assets for Interactive Multimedia Instruction (IMI) in the simulation and video game industry. Adept at working independently or part of a large team in a fast pace production environment using industry standard tools and software.

## Skills

### 3D Modeling

- ❑ Created aircraft models from CAD data at Kratos Defense and Security Solutions with 3ds Max for the KC-46 maintenance trainer in Unity
- ❑ Collaborated with Katmai to model and light environments for Sailor 2025 in Unity at Carley Corporation
- ❑ Developed 3D assets for Mixed and Augmented reality projects using Canon's head mounted display (HMD) at the Institute for Simulation and Training
- ❑ Modeled buildings and environment props in Maya for EA's Tiger Woods PGA Tour 2010
- ❑ Cleaned and modeled outsourced environment terrains at Electronic Arts in Maya
- ❑ Created normal maps for character models in Zbrush on F.A.S.T (Force Assessment Simulation Tool) at Carley Corporation
- ❑ Built Unity environments with Maya for OCFRD's immersive "Incident Commander" at the Institute for Simulation and Training
- ❑ Modeled characters and environments in 3ds Max and Maya for Unity on F.A.S.T. at Carley Corporation
- ❑ Created models for A Water's Journey at the Museum of Discovery Science in Ft. Lauderdale while at the Institute for Simulation and Training

### 2D Graphics

- ❑ Made textures with Photoshop for 3D assets used in Unity at Kratos Defense and Security Solutions
- ❑ Created vector graphics in Adobe Illustrator for cockpit display screens on the KC-46 maintenance trainer while at Kratos
- ❑ Created PBR textures using Substance Painter for Unity Environments at Carley Corporation
- ❑ Captured and edited tutorial images using Photoshop for HEMT-53 at Kratos

- ❑ Designed 2D diagrams at Kratos of Boeing aircraft systems using Photoshop
- ❑ Developed UI menus and icons with Photoshop for F.A.S.T at Carley Corporation
- ❑ Made texture maps in Photoshop for EA's Tiger Woods PGA Tour
- ❑ Created Flash graphics for Triton 2 courseware at Carley Corporation

## **Animation**

- ❑ Created character animations in MotionBuilder for Unity's Mecanim system on F.A.S.T at Carley Corporation
- ❑ Animated 3D animals in MotionBuilder for museum kiosks at Ft. Lauderdale's Museum of Discovery Science exhibit "A Water's Journey"
- ❑ Created Unity Mecanim character animations for VAVMC with 3ds Max's Biped system while at Engineering and Computer Simulations (ECS)
- ❑ Used 3ds Max to rig and animate Boeing 767 maintenance procedures based on their IETM for the KC46 trainer in Unity
- ❑ Animated 2D aircraft engine system diagrams in Adobe After Effects for Kratos's KC46 maintenance trainer.
- ❑ Rigged character models and painted weights while at Carley Corporation, ECS, and the Institute for Simulation and Training
- ❑ Recorded and cleaned motion capture data in 3ds Max for Unity at Engineering and Computer Simulations
- ❑ Operated Natural Point's Optitrack motion capture system for clients at the Institute for Simulation and Training
- ❑ Used FaceFx to create procedural facial animations for character dialogue in Unity at the Institute for Simulation and Training
- ❑ Made custom rigs and skinned models in Maya for animals on A Water's Journey at the Institute for Simulation and Training

## **Production**

- ❑ Responsible for leading a team of graphic artists and scheduling tasking for Sailor 2025 at Carley Corporation
- ❑ Trained graphic artists at Katmai on 3D asset workflows in Unity for Sailor 2025
- ❑ Created 3D pipelines in Unity for Sailor 2025 at Carley Corporation
- ❑ Fostered interns learning 3D modeling and animation at the Institute for Simulation and Training (IST)
- ❑ Experience using content management tools such as: SVN, Autodesk Vault, and Perforce at Electronic Arts, Carley Corporation, IST, and Kratos
- ❑ Used Jira at Kratos for project management of IMI software development

## Software

- |  |  |   |
|--|--|---|
| <input type="checkbox"/> Autodesk Maya             | <input type="checkbox"/> Substance Painter   | <input type="checkbox"/> Pixologic ZBrush |
| <input type="checkbox"/> Autodesk 3ds Max          | <input type="checkbox"/> Adobe Photoshop     | <input type="checkbox"/> Unity            |
| <input type="checkbox"/> Autodesk Vault            | <input type="checkbox"/> Adobe Illustrator   | <input type="checkbox"/> Unreal Engine    |
| <input type="checkbox"/> Autodesk<br>Motionbuilder | <input type="checkbox"/> Adobe After Effects | <input type="checkbox"/> Jira             |
| <input type="checkbox"/> FaceFX                    | <input type="checkbox"/> Microsoft Office    | <input type="checkbox"/> SVN              |
|  | <input type="checkbox"/> Impression          | <input type="checkbox"/> Sharepoint       |

## Employment History

### **Kratos Defense & Security Solutions Inc.**

Graphic Artist II

May 2018 – June 2019

### **Carley Corporation**

Lead Graphic Artist

March 2017 – May 2018

### **Engineering and Computer Simulations (ECS)**

Character Animator

July 2013 – April 2016

### **Institute for Simulation and Training (IST)**

Lead 3D Artist

April 2009 – April 2013

### **Electronic Arts (EA Games)**

3D Environment Modeler

Oct. 2008 – March 2009

## Education

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

M.S. - Interactive Entertainment

2007 – 2008

### **University of Central Florida**

B.A. - Digital Media: Internet and Interactive Systems

2003 – 2007