



**JIM INZIELLO**

**Artist / Designer**

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## EDUCATION

Florida State University, FL  
Bachelor of Science, Studio Art 1998  
Minor in Business, 1998

## EXPERIENCE

**2014-2016**

### 3d GENERALIST, [Hatalom Systems LLC](#)

Orlando, FL Supervisor: Dan Quinlan - [dquinlan@hatalom.com](mailto:dquinlan@hatalom.com)

- Contractor on LCS 3 and LCS4 Battleship Training module for Cubic Corporation. Performed 3d modeling, and UV layout of Room Spaces, Fuel, Hydraulic, Oil systems in 3dsMax from photos and laser scan data. Created all of the projects casualty VFX in Unreal and provided Design/QA/SME support for proper effect implementation. Performed art team management.
- -3DSMAX, Unreal, Photoshop, Zbrush, Lead Game Designer, Character Modeler, Character Animator, VFX, and C# scripting at Hatalom

**2003-2014**

### FX ARTIST /WORLDBUILDER, [n-Space](#)

Orlando, FL

For References, HR: Jen Thompson [jnt@n-space.com](mailto:jnt@n-space.com)

- As a World Builder: designed, modeled, textured and lit multiple environments and structures for games. E.G. designed and built all of Raxus Prime **Star Wars**: Force Unleashed DS.
- As an FX artist: created particle effects, shader networks, hard/soft-body simulations, key- framed

## SKILLS

### Unity

Skill level: Expert

### Unreal 4

Skill level: Expert

### Maya

Skill level: Expert

### 3-D Studio Max

Skill level: Expert

### Adobe Photoshop

Skill level: Expert

### Topogun

Skill level: Expert

### Z-Brush

Skill level: Expert

### Bitmap2Material/Substance Painter

Skill level: Expert

### Fusion 360 (CADD)

Skill level: Intermediate

### 3dPrinting:FDM

Skill level: Expert

## OTHER SKILLS

- Project Management
- JIRA/Scrum/Lean Startup
- Game Design
- Character Animation
- AI/Game Scripting for C++ /C#
- After Effects : user assisted roto,
- Compositing and motion graphics.
- Shader Networks (Maya/Max/UDK)
- Fur rendering (Maya)

animation, and other FX for multiple shipped titles on commercial engines like Unreal, Nintendo 3DS/DS, and other in-house systems.

- As a Game Designer: designed game mechanics, set way-points, trigger boxes and created events for game-play, AI, and special effects in a C++ scripting environment. Created UI/game play mockups in After Effects.
- Have overseen other artists and acted in an art direction capacity.
- Shipped 19 games

- Cloud/Water dynamics (Maya)
- Model preparation for additive manufacturing FFF, SLA, Color SLA,
- Perfected a process of Acetone vaporization on ABS plastic prints.
- Knowledge of multiple solid modeling programs, including Fusion 360.
- I have experience using point cloud data to generate models.
- I have experience doing photometric model creation.
- Owner/Operator Makerbot 2x for 3d prototyping and printing

1998-2003

**GRAPHIC ARTIST III, JHT Multimedia**  
*Winter Park, Fl*

- As a Modeler: modeled 200+ mechanical and organic subjects (soldiers, weapons, turbo diesel manifolds, Space Shuttle fuel systems, heavy cranes, a whole Cummings engine, etc.) using available pictures/schematics/cad data. . Built procedural shaders for models, UV, lit, and rendered in 3dsMax
- As an Animator: created complex rendered scenes dealing with; engine pistons / crankshaft timing, fire, smoke,ice, tying knots with ropes, chains, submarine prop cavitation, acetylene torch welding, etc. Rendered these in 3ds Max with compositing in After Effects
- As VFX Artist: Created foliage/smoke crosswind simulations for Marine Sniper training program. Rendered Paint effects in Maya Software Composited layers in After Effects.
- As a SIM Artist: Created models and UI for interactive web based 3d training.

**SHIPPED GAMES**

GEIST: GAMECUBE	2005
KUMA WARS: PC	2004-05
GOLDEN EYE ROGUE AGENT: DS	2005
WINX: PSP	2006
STARWARS FORCE UNLEASHED: DS	2007
STARWARS BATTLEFRONT: DS	2008
HANNA MONTANNA THE MOVIE: DS	2008
MARVEL ULTIMATE ALLIANCE 2: DS	2009
COD-MODERN WARFARE: DS	2009
TOY STORY 3: DS	2010
007 BLOOD STONE: DS	2010
GOLDENEYE: DS	2010
CALL OF DUTY BLACK OPS: DS	2010
TRON EVOLUTION: DS	2010
JAWS: 3DS	2011
COD-MW3: DS	2011
STARTREK: PC,360,PS3	2012
5 MICROCHALLENGE:360	2012
SKYLANDERS GIANTS:3DS	2013

**Additional Background**

- Cast Member at Innoventions Epcot: I did 3 interactive presentations a day on CG art and photography, Designed a 3dprinting exhibit for Innoventions 1998, Modeled and rigged a Mars Rover that was used at the Motorola Exhibit, inside

Innoventions. 1998

- Owner/Operator Makerbot 2x for 3d prototyping and printing
- I have done Foundry pouring/mold making for lost wax casting. Worked with Bronze and Iron.
- Studied the principles of stereo separation for the purposes of display and audience comfort/ergonomics (while working on the 3DS)
- Did experimental stereoscopic 3d using dual rendered animations (left and right eyes) with mirrors, synced VHS Decks and a vision testing stereoscope for the 1996 Un-Fair, FSU.