

HILDA DEMARINO

3d Artist

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PROFESSIONAL EXPERIENCE

SiTEL (Washington DC)

3D Artist and Illustrator (March '08 – Present)

- Manage and lead teams in developing art for online content in Unity
- Develop Environmental Design for the SiTEL medical simulations EFM, and Trauma.
- Meet with clients to develop the artistic style for MedStar SMART modules
- Design and migrate characters, animations, props, and environments to the Unity engine for various medical simulations and trainers

FREELANCE EXPERIENCE

“You Are What You Eat” (Arlington, VA)

Producer and Designer (December '07 – March '08)

- Assisted in the production of an animated short film about a boy who discovers what happens when you get the fortune “You are what you eat,” from a special fortune cookie.
- Managed and designed the film’s characters and special effects.

Almost Photography (Falls Church, VA)

Photographer (February '10 - present)

- Photographed a growing client list for personal and professional portraits.
- Photographed council member candidate Tom Brown for photos to be used in the Washington Post

EDUCATION

The Art Institute of Washington (Arlington, VA)

Bachelors of Fine Arts

Concentrations in Media Arts and Animation

Graduated in May 2008, Summa Cum Laude

CG Society Workshops (Online Course)

High-end Fantasy Game Art Creation Workshop

Completed in June 2012

ACHIEVEMENTS

The Washington Post, Published for work on Code Orange 2, 2010

SOFTWARE PROFICIENCIES

Autodesk 3ds Max | Adobe Creative Suite | Maxon BodyPaint | Pixologic Zbrush | Chaos Group Vray | Unity Engine
HTML & CSS | Unreal Engine | Final Cut Pro 7

SKILLS

3D Design

- 3D asset creation - low poly and high poly (modeling, unwrapping, texturing, normal mapping, retopologizing)
- Environment and Asset design, creation and engine implementation
- Environmental lighting (real time lights and light maps)
- 3d production rendering creation for animation and stills

Photography

- Photo manipulation and processing digital negatives.
- Portraiture and event photography

Graphic

- Logo creation, web and multimedia graphics, and graphical user interfaces (GUI)

References Available Upon Request