

# DEANNA GIOVINAZZO

## 3D Environment & Texture Artist

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6162 Raisin Bee Runne  
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### Skills

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- ◇ Low poly modeling, creation of game engine ready assets, strategies for construction of modular assets
- ◇ Procedural texture map creation, advanced node-based shading networks and material graphs
- ◇ Hand texture painting custom and stylized maps
- ◇ High poly modeling, hard surface and organic, sculpting and retopology
- ◇ Object-oriented programming languages and node-based logic for game interactivity
- ◇ Traditional art background, digital painting and concept/look development
- ◇ New media design background, front-end web design for desktop and mobile, graphic design for print and web

### Work Experience

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#### 3D Artist

[May 2013 - Present]

Rochester Institute of Technology | Professor Lisa Hermsen

- ◇ Collaboration with a small team to recreate a 19th century insane asylum as a real-time, interactive 3D environment
- ◇ Low poly modeling, high - low poly workflow, procedural and hand painted texturing, modular construction workflow, look development and concept art

#### 3D Artist, Web Designer

[June 2013 - August 2013]

Rochester Institute of Technology | Path Through History

- ◇ Worked among a team of designers and developers to create and brand an augmented reality mobile experience for 12 historical sites throughout the Finger Lakes Region of New York
- ◇ Developed 3D assets for mobile, designed augmented reality experiences for Metaio AR, collaborated with back-end web designer to design the website for the mobile web game

#### Render Wrangler

[November 2012 - Present]

Rochester Institute of Technology | School of Film & Animation

- ◇ Monitor and manage the network of computer systems allocated to renders submitted to the RIT renderfarm. Reassign seeds to jobs, optimize packet size, and help to diagnose and troubleshoot issues to ensure that the farm is working on jobs smoothly and fairly

### Education

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- ◇ **BFA 3D Digital Graphics**  
Rochester Institute of Technology, 2015

### Software

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- ◇ **3D**
  - ◇ Autodesk Maya, Mudbox
  - ◇ Zbrush
  - ◇ Unreal Development Kit
  - ◇ Substance Designer
  - ◇ Muster Virtual Vertex
  - ◇ Metaio AR
- ◇ **Art & Design**
  - ◇ Adobe [Photoshop, Illustrator, After Effects, Premiere, Dreamweaver, InDesign]
- ◇ **Programming**
  - ◇ Python & MEL scripting
  - ◇ Kismet interactivity [UDK]
  - ◇ Java
  - ◇ HTML / CSS
  - ◇ Javascript
  - ◇ Actionscript
- ◇ Windows / Mac OS / Linux