CHRISTIAN ANTONINI

3D ARTIST

CONTACT

(813) 474-8032

ChristianTAntonini@gmail.com

www.christian-antonini.com

SKILLS

- Maya
- Zbrush
- Substance Painter
- Motion Builder
- Shogun Live
- Shogun Post
- Renderman
- Marvelous Designer
- Xgen
- Photoshop
- Premiere Pro
- Animate CC
- NukeX
- IT and PC Repair
- Google Suite
- Microsoft Office
- Slack
- JIRA
- ShotGrid
- Perforce
- Github
- Makes Great Pasta from Scratch

EDUCATION

University of Central Florida

January 2016 - May 2020

Bachelor of Fine Arts, Concentration in Character Animation

EXPERIENCE

3D Photogrammetry Scanning Technician - Electronic Arts

October 2022 - Current

- Utilized advanced photogrammetry techniques to capture high-resolution 3D scans of human faces, specializing in capturing and analyzing facial expressions based on the Facial Action Coding System (FACS).
- Received comprehensive training in FACS, enabling precise identification and coding of facial action units to analyze and interpret facial expressions accurately.
- Operated specialized facial scanning equipment, including high-resolution polarized cameras and lighting arrays.
- Managed and maintained a 36-computer server essential for the operation of the 3D scanning system, ensuring uninterrupted scanning processes and data storage.

Motion Capture Technician - Electronic Arts

October 2022 - Current

- Performed motion capture sessions utilizing industry-leading software such as Shogun Live, Shogun Post, Motion Analysis, MotionBuilder, and Unreal Engine 4 to capture realistic human movements for video game characters.
- Calibrated motion capture cameras, markers, and other equipment to ensure accurate data collection and synchronization during sessions.
- Collaborated closely with game developers, animators, and directors to ensure successful fulfillment of project requirements, consistently delivering high-quality captured data.
- Performed data clean-up and processing tasks using MotionBuilder to refine captured performances and remove any artifacts or errors.

Operations and Technical Support - FIEA

July 2020 - June 2022

- Managed over 200 student and faculty computers providing daily technical support.
- Created and organized a detailed asset database of over 8,000 unique assets.
- Built and maintained a rendering farm consisting of 13 high-performance PCs.
- Oversaw the operations of the campus 3D printing lab, ensuring seamless execution of projects

Character Design Lead - Student Film Production

December 2018 - September 2019

- Worked closely with the faculty supervisor and art directors to design character iterations for the film's style.
- Created 3D models and assets with production-ready typology and UVs in Maya/Zbrush.
- Provided clear tutorials and demonstrations to animators for effective utilization of the final character model.