Art has become much more accessible than any other time in history. Digital art gives us the opportunity to experience artworks as well as places from around the world. Through art I am able to present the physical, real world in the digital space and explore the idea of inaccessible. Using programs like Unreal Engine 5, ZBrush and Blender, I can create objects, sculptures and explorable environments which have a number of ways I choose for them to be experienced. Referencing history or the sciences, I explore our place in the world and where we come from. My work spans from diverse subjects such as the environment, Greek history, the human figure and the human psyche. Whether it is bronze, ceramic or digital art, my work introduces new perspectives, arranging them into digital experiential spaces. Many of the projects often find themselves becoming part of the larger digital works, usually 3D scanned bronzes, grouped around a specific theme. I am always exploring new fields like our kelp forests or the consequences of knowledge which find their way into my work. Also, as an art educator, I have been able to reflect on my own practice as I share what I have learned so far on my art journey to those just starting. One of my goals with my art is to educate the viewer and hopefully inspire them to make positive changes in their life and community. Teaching has helped me in my process when it comes to communicating my message to reach wider audiences. Through art I deepen my understanding of the world and my goal is to share that knowledge and the value of it.

George Piliotis is a 3D artist specializing in creating interactive and explorable worlds with a focus on educating the user. He received his BFA in 3D Art & Design from Cal State East Bay and is currently pursuing his MFA in Digital Media Art. His goals are always to create high quality, well thought out digital spaces with a great attention to detail. He is passionate about history and the environment, which has inspired and broadened his design palette. Working with a team is one of his strongest areas and taking leadership roles to get a project done is something he excels at.

In his free time, he loves learning about different cultures and civilizations, which has a great influence in and of themselves as well as expand his references to draw upon. He is endlessly exploring new fields, never afraid to dive into something new.

George Piliotis

piliotisgeorge@gmail.com

October 3, 2022

Monterey Bay Aquarium

Exhibit Designer

Dear Hiring Manager,

I am interested in the Exhibit Designer position. This opportunity will provide me with meaningful experience to build on and showcase my skills and knowledge in the field of *** in the industry. I have been drawn to the arts but have now received recognition for my work. These past few years I have been learning so much in the world of digital 3D art. I have received a Bachelor of Fine Arts in 3D Art & Design and a Masters in Digital Media Art.

I specialize in creating interactive and explorable digital worlds with a focus on educating the user. Playing video games and watching films since I was a child has inspired me to really learn about this field and contribute to it. This experience along with my focus on our local coasts allows me to create successful and meaningful interactions in both a gallery space and a digital one.

I am positive, motivated, diligent and a team player. I am known for my eye for details and excel in a team environment. I am passionate about this field and would appreciate an opportunity to learn and contribute to your mission.

Attached is my resume. I have academic references available upon request. Please contact me if you have any questions. I look forward to hearing from you soon.

Sincerely,

George Piliotis
925-353-4608
piliotisgeorge@gmail.com
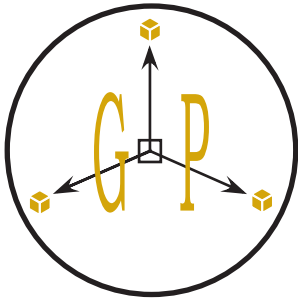
George Piliotis

771 Montevino Dr.
Pleasanton CA, 94566
(925) - 353- 4608
piliotisgeorge@gmail.com

EDUCATION

San Jose State University, San Jose
MFA Digital Media Art - Expected Graduation: May 2023

CSU East Bay, Hayward
BFA 3D Art and Design 2020

Studied Graphic Design and transitioned to traditional
and digital 3D Sculpture

Las Positas College, Livermore
AA in Humanities 2016
Graduated with honors

Amador Valley High School, Pleasanton
Diploma, Graduated June 2014

EXPERIENCE

Teaching Associate, San Jose — Intro to Digital Media Art
Fall 2021, Spring 2022, Fall 2022
Teaching a lower division digital art course to a variety of age groups
and degrees covering many aspects of digital art

Oceans of Air, Black Gallery — San Jose State University
April 2022
Solo Exhibition
Projected 3D ocean environment

2019 Rising: Annual Juried Student Exhibition , Hayward
California State University Hayward
May 15, 2020 - August 18, 2020
Group Show

2019 Rising: Annual Juried Student Exhibition , Hayward
California State University Hayward
April 9, 2019 - May 2, 2019
Group Show

SKILLS

Proficient in Adobe Creative
Suite
Understanding of Maya
Proficient in ZBrush
Substance Painter
Unreal Engine 5
Proficient in Lightroom
Illustrator
Detail Oriented
Microsoft Office
HTML, some Python

Relevant Coursework

3D Modeling and Animation I & II
Advanced 3D Practice
Sculpture 3
3D Modeling and Fabrication
3D Art and Design Senior Project

ACHIEVEMENTS

• First place in 3D "The Gray" at
the juried art show at CSU East Bay
Spring 2020

• First place in 3D "Crash" at the
juried art show at CSU East Bay
Spring 2019

• Las Positas 2017 Art Gallery

• Livermore Art Fair in 2016

References
Available upon request