Austin Cronin

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Skills

3D { **Maya, Houdini, Katana** }
Rendering { **Renderman**, **Arnold, Mantra** }
2D { **Nuke**, **Photoshop, Premiere Pro, After Effects** }
Realtime Creation Packages { **Unity 3D, Unreal Engine** - Working knowledge }
Programming { **Python, Lua, C#, PyQt/PySide2, Maya API, Nuke API, git, bash** }
OS { **Linux, MacOSX, Windows** }

Experience

Technical Artist - Lighting
MPC VFX
July 2021 - August 2024
- *Work closely with show artists to help optimize for final high quality production renders*
- *Work closely with CG Supervisors and show Lead to target difficult to render scenes*
- *Investigate high memory tasks and help the show reduce memory to be more resource friendly*
- *Development of optimization workflows at a show level*
- *Implement tools on a show level in an artist-friendly way*
- *When necessary, Lighting shots (Katana) for production*

Technical Media Artist
Ray Skillman Auto Group
Sep 2013 - Jun 2021
- *Produced ~300 television advertisements per year*
- *Lead on all scriptwriting, videography, editing, animation, scheduling, producing*
- *Worked on creative for all TV, digital marketing, and print marketing*
- *Web development/maintenance on certain internal projects*
- *Developed custom pipeline for internal video production*
- *Developed custom scripts and tools for optimizing artist workflow*
- *Built and maintained internal Windows based server and admin for workstations*

3D Generalist (Contract)
Allegion - Carmel, Indiana
Nov 2017 - Nov 2018
- *Created 3D animations for installation of commercial and residential smart lock products*
- *Created custom materials, textures, lighting, and animated and produced final shot renders*
- *Custom shot-based modeling and rigging depending on needs of animation*
- *Trained internal employees on Autodesk Maya and 3D concepts*
- *Utilized Unreal Engine, Maya, Arnold, and After Effects workflow*

Education

Art Institute of Indianapolis, B.A. Media Arts & Animation