Crysta Frost

Technical Artist

www.crystafrost.com
crysta.frost@gmail.com
Richmond, CA

Experience

Visual Concepts Entertainment
June 2017-Present
Technical Artist
www.vcentertainment.com
Artist tool development, pipeline and render farm management, photo-realistic character and clothing rigging and real-time dynamics.

Projects
NBA 2K18
NBA 2K19
NBA 2K20
NBA 2K21

Unity Technologies
January 2017 - June 2017
Production Associate, EDU
www.unity3d.com
Professional Certification project planning and management, diversity and inclusion initiatives, mentorship, rigging and animation, recruiting.

Modsy
May 2016 - January 2017
3D Intern
San Francisco, CA
415.340.1924 - www.modsy.com
Project planning and management, writing tools, organizing meetings, pipeline optimization.

Education

BFA in Game Development (2016)
Valedictorian
Specializing in Technical Art
Academy of Art University
San Francisco, CA

AA in Fine Arts (2012)
Summa Cum Laude
Specializing in Drawing and Oil Painting
Northern Virginia Community College
Sterling, VA

Software & Skills

Autodesk Maya
Python
Perforce (P4v)
Shotgun
Deadline
Adobe Photoshop
Unity
Unreal
C#

Awards

Academy of Art Spring Show 2016

Languages

English - primary
German - Intermediate speaking/writing

References available upon request