


 cyrusp.weebly.com

 cypekarek@gmail.com

 631-388-0976

CYRUS PEKAREK

3D Technical Artist

GAME EXPERIENCE

Shady Creak Lodge

Technical Artist and Animator (Sept. 2022 - June 2023)

- Integrated assets into Unreal game project
- Designed animation system for real-time object interactions
- Coded Python tools for artists to use inside Maya
- Created and rendered promotional material and cinematics
- Collaborated with coding and art departments in a 16 person team using Shotgrid and Perforce
- Created player character for a first-person Unreal 5 horror game
- Modeled, rigged, and textured 3D player character
- Animated character and cinematics for first-person view

Galactic Gauntlet

3D Generalist (March - Sept. 2022)

- Coded custom scripts for animations
- Integrated assets into Unity game project
- Participated in critiques and meetings in a remote environment
- Designed enemy characters for use in a single-player Unity fighting game
- Modeled, rigged, and textured 3D characters

EMPLOYMENT EXPERIENCE

Huntington Arts Council

Stage Technician (June 2018 - October 2021)

- Operated professional sound and lighting equipment
- Designed lighting during live events
- Supported the needs of live musicians
- Cooperated on a team in a fast-paced environment

SOFTWARE

- Unity
- Unreal Engine 5
- Maya
- Zbrush
- Substance Painter
- Photoshop
- Illustrator
- Perforce
- Git
- Shotgrid
- Houdini
- Recap

LANGUAGES

- Python
- C#
- PyQt
- Blueprint
- Bash
- Spanish

EDUCATION

Drexel University
(2019-2023)

Bachelor of Science
Game Design & Production
Minor in Animation and VFX
Dean's List 2019-2023