Corey Wilmot
Technical Artist

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Skills

Software

Maya, 3DS Max, Creator (Presagis), Houdini, Adobe Creative Suite, Unreal Engine 4, Unity, PTC Software Suite, Perforce, TortoiseSVN

Languages

C#, Python, MEL, OpenFlight Script, Processing, Java, Actionscript 3.0

Experience

Lockheed Martin | Orlando, FL
Rotary and Mission Systems | Senior Geospatial Engineer

Mar. 2016 - Present

- Implemented model-based work instruction solutions using up-to-date XR technology
- Applied IoT capability into training modules through edge devices and SQL databases
- Enhanced the airfield database development pipeline for military training simulations
- Forged new tools and methods to shorten fixed-model creation time and attribution
- Managed the production of hundreds of geo-specific assets within budget

C3 Pathways | Orlando, FL
Simulation Development | Technical Artist

Jan. 2016 - Dec. 2018

- Built 3D scenes for training scenarios for public safety and homeland security officials
- Accelerated the construction of real-world locations in Unity for unique training sets
- Boosted sim visual performance with efficient asset creation and lighting techniques

The Athena Group, Inc. | Gainesville, FL
STEM Sims | Lead Graphics Artist

Mar. 2012 - Aug. 2014

- Designed realistic 2D and 3D graphics for web-based educational simulations
- Recreated Morgan State University's CBEIS building in Maya for a simulation in Unity
- Developed a water flow particle effect to showcase erosion on different materials
- Recored and produced 50+ video tutorials for classroom simulations

Education

University of Central Florida | Dec. 2015
Florida Interactive Entertainment Academy

M.S. in Interactive Entertainment

University of Florida | Aug. 2011
B.S. in Computer Engineering (Digital Arts and Sciences)