

GREGORY PALINKAS

Creative Technical Director | Lead Technical Artist | Real-Time Visualization & Pipeline

New Smyrna Beach, FL (Remote) • gpalinkas@gmail.com • [linkedin.com/in/gregorypalinkas](https://www.linkedin.com/in/gregorypalinkas) • gregpalinkas.github.io

SUMMARY

Creative technologist and technical art leader with 25 years across AAA games (EA Tiburon, 704 Games), film, advertising, and enterprise product visualization. Builds the systems that let small teams ship at scale: CAD-to-engine automation, standardized material pipelines, and real-time Unreal Engine digital twins. Has led internal art teams, external vendors, and creative direction on annual franchise releases. Works where art direction meets engineering: sets the visual bar, then writes deterministic, validated, documented tools that hold it there.

CORE STRENGTHS

Technical Direction: Pipeline architecture, Python tooling and automation, CAD-to-real-time conversion, material and asset standardization, validation and QA tooling, AI-assisted prototyping

Real-Time & Visualization: Unreal Engine 5, Twinmotion, Unity, product configurators, digital twins, OpenUSD / NVIDIA Omniverse, photoreal rendering (KeyShot)

Creative Leadership: Art direction, team and vendor leadership, brand standards, scheduling and delivery, curriculum development and mentoring

PROFESSIONAL EXPERIENCE

Legrand — Data, Power & Control Division

Remote

Creative Technologist / Senior 3D Artist

2021 – Present

Owns the 3D visualization pipeline, automation tooling, and real-time asset systems for global product marketing, supporting a ~4-person creative team that handles ~400 projects a year and \$400–450M in departmental multichannel and partnership revenue.

- **Replaced ~1.5 hours of hands-on material assignment per SKU** (120–150 hours per batch of 80–100 SKUs, excluding load times) with a one-click Python/KeyShot system that maps engineering inputs to art-pipeline material standards automatically.
- **Automated end-to-end CAD ingestion** (SolidWorks/STEP to Blender, Maya, KeyShot, and Unreal), turning manual conversion into programmatic batch processing that produces stable, diff-able assets and saves dozens of hours per large dataset.
- **Standardized product look across KeyShot, 3ds Max, Maya, and Unreal Engine** through an automated cross-application material pipeline. This eliminated artist variance and made instant material switching possible across large asset libraries.
- **Architected early Unreal Engine/Twinmotion configurators and digital twins** that power interactive real-time marketing experiences across Legrand product lines. Aligned engineering, marketing, and visualization teams while removing manual hierarchy repair, tessellation, culling, and batch export work.
- Wrote KeyShot scripts to work around API and licensing limits, automating CAD import, material normalization, and export for high-volume production.
- Built pre-export validation and export tooling (mesh-only export with validation counts) that eliminated geometry-driven render artifacts on large multi-SKU deliverables, such as a 31-render fiber-optic cable series.

Freelance Digital Artist

Charlotte, NC

Contract 3D / Visualization

2020 – 2021

- Delivered photoreal 3D assets, animation, and large-format print-ready renders for enterprise clients including Legrand, Corning, and Full Metal Chicken.

704 Games — NASCAR Heat Series

Charlotte, NC

Creative Director

2018 – 2019

Environment Artist

2017 – 2018

- **Promoted from Environment Artist to Creative Director.** Led 4 internal creatives and 10 external vendors to deliver marketing assets, game collateral, and packaging (cover and disc art for NASCAR Heat 3 and 4) on schedule.
- Directed the annual refresh pipeline for 20–30 full-scale track environments in Maya and Unity, building in validated real-world reference data and NASCAR/track stakeholder feedback for layout, branding, and sponsorship accuracy.
- Implemented console-to-mobile duplication workflows that carried environment, asset, and branding updates across concurrent multi-platform releases (Heat 3, Heat 4, Mobile) and removed redundant manual work.
- Set unified visual standards for the eLeague online racing program, and ran a weekly video content pipeline (narrated track drive-throughs) for social and streaming distribution.

Full Sail University

Project & Portfolio Modeling Director

Winter Park, FL

2016 – 2017

- Directed hard-surface modeling instruction and curriculum for an accelerated monthly-cohort 3D program, using production pipelines from games, film, and advertising. That curriculum was adopted by later instructors.
- Mentored 60–80 on-campus students per monthly cohort, plus online groups, to industry-grade asset polish.

Electronic Arts — EA Tiburon

Orlando, FL

Lead Environment Artist / Environment Artist

2008 – 2014

- **Lead Environment Artist — NCAA Football 15 (cancelled during development, 2013)**. Environment Artist on NCAA Football 14, Madden NFL 15 and the Tiger Woods PGA Tour series (2009–2013), a franchise with ~25 million lifetime units sold.
- Developed new stadium scanning and asset management techniques and workflows for large-scale, recurring annual production cycles.
- Delivered high-fidelity golf course and stadium environments within tightly branded, high-volume franchise pipelines.

Earlier Career

Johannesburg, South Africa

- 3D artist for television and print advertising in the African market.

INDEPENDENT R&D

- **Headless CAD-to-USD pipeline for NVIDIA Omniverse digital twins** (datacenter hardware). Pure Python (trimesh, NumPy, pythonOCC), no DCC required. Automated collision generation: convex decomposition for dynamic colliders and static concave cages for UsdPhysics. Validation reports flag problems rather than deleting them silently.
- **"Black Box" scene validation & repair utility** for Maya: deterministic, transparent checks and repairs for production scenes.
- **Perforce asset browser**: FastAPI service with Blender-rendered thumbnails and a searchable HTML gallery.

SELECTED CREDITS

11 AAA titles. Tiger Woods PGA Tour series (2009–2013) • NCAA Football 14 • Madden NFL 15 • NASCAR Heat 3, Heat 4, Heat Mobile, Heat Pro League • Film: Last Knights (2015), 3D asset cleanup / post-processing

TECHNICAL SKILLS

Engines & Rendering: Unreal Engine 5, Twinmotion, Unity, KeyShot, NVIDIA Omniverse

DCC: Maya, 3ds Max, Blender

Languages & Tools: Python, PowerShell, FastAPI, Perforce

Formats & Data: SolidWorks, STEP, JT, FBX, glTF, OpenUSD

EDUCATION

B.S. Computer Animation (Emphasis in Character Creation) — Full Sail University • Multiple Course Director Awards

Diploma in 3D Arts — Boston Media House, Johannesburg, South Africa