

Rin Richardson

3D Artist

Email: rin3dartist@gmail.com

Portfolio: artstation.com/rin3dartist

Website: rinsartspace.com

Education

2010 - 2014 Bachelor of Arts in Animation, *Regent University*

2014 - 2015 Maya Workshop and Character Animation Basics, *Animation Mentor*

2021 - 2022 Intro to Maya, Intro to 3D Modeling, and Intro to Rigging, *AnimSchool*

Skills

- 3D Modeling
- Texturing
- Lighting
- Rendering

Software

- Maya
- GIMP
- Roblox Studio
- Microsoft Office
- Adobe Creative Suite

Professional Experience

2022 - Present 3D Artist, *Jazwares* [Full Time]

- 3D Game Assets
- Character, Environment, and Prop Modeling
- Toy Packaging Art and Promotional Renders
- Games: *Poppy Playtime Forever*, *Squishmallows*, *Sunnydale Daycare*, and *Cobra Kai: Karate Legends*
- Toys: *DevSeries*, *Cobra Kai*, *Royale High*, and *Adopt Me!*

2022 - 2023 Contract Game Artist, *Twin Atlas* [Contract]

- 3D Game Assets for *World Zero*
- Prop Modeling
- Texturing

2018 - Present Contract 3D Modeler, *Roblox Corporation* [Contract]

- UGC Creator Program (2022 - Present)
- Art Featured in articles published by *CNBC* (2020) and *The New York Times* (2021)
- Character and Prop Modeling (2018 - Present)
- Toy Packaging Art and Promotional Renders (2018 - 2021)
- Environment Modeling (2018 - 2021)

2022 Contract 3D Modeler, CUDO [Contract]

- 3D Game Assets
- Prop Modeling
- Texturing

2018 - 2019 Contract 3D Modeler, IMVU [Contract]

- IMVU Creator Program
- 3D Game Assets
- Prop Modeling
- Texturing

2015 - 2017 YouTube Partner, Maker Studios [Contract]

- *3D Thursdays* Pilot
- *Anansi: The Keeper of Stories* CG Animatic
- Sponsored by *Maker Spark* and *Disney XD* by *Maker*

2015 - 2016 Freelance 3D Modeler, Freelance [Self Employed]

- Character and Prop Modeling
- Texturing and Rendering
- Character Design