



RIAN OWENS

3D & VFX Artist

CONTACT

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🖱 <https://rianowens.art/>

EDUCATION

DigiPen Institute of Technology
Bachelors of Fine Arts in
Digital Art & Animation
Expected Graduation: 04/19

SOFTWARE

- Maya
- ZBrush
- Adobe Photoshop
- Substance Painter
- Substance Designer
- Unreal Engine 4
- Marmoset

SKILLS

- Prop Modeling
- Texturing
- Lighting
- Implementing Assets
- VFX / Particle Systems
- Project Management
- Team Building
- Public Speaking
- Problem Solving

PROJECTS

Lair's Brew | VRacious

Tech Artist & Art Lead | May 2017 - December 2018

- Responsible for concept sketches, low and high resolution modeling, texturing, world building and lighting.
- Established art pipeline and provide technical support.
- Managed and co-produced a team of artists, organizing tasks needed from programmers, and setting deadlines for the team.

Monsters in The Dark | Team Monsters

Environment Artist | April 2018 - August 2018

Short Film | Academy of Art University

- Responsible for Modeling, texturing and implementing into Maya / V-Ray.
- Critiqued and gave input on textures from other artists to help pull the film together.

SlimbClimb by Slime Corp

Artist | March 2018 - June 2018

Mobile Game on Android

- Created sprites and tileable art assets later to be implemented in Unity.
- Helped with design direction for customization and problem-solving art scope without going overboard.

EXPERIENCE

Teacher Assistant / DigiPen

Redmond, WA / September 2016 - August 2018

- Tutoring students one on one when it comes to art and animation terms.
- Giving critique on assignments before and after turn in so students can improve for next time.