

Jimmiel Rankin

www.artofjimmiel.com

512-709-4749 dimfistproductions@gmail.com

Tools

Unity, Unreal, Zbrush, 3ds Max, Maya, Marvelous Designer, Photoshop, Illustrator, Marmoset toolbag, Topogun, Faogen, Quixel Suite, Substance Painter, 3D Printing, Shotgun, Photogrammetry

Character Art

QC Artist at Rooster Teeth Animation, 7/2019 to current: In this position I make sure that all sets, props and characters are ready for the pipeline. No art assets can move on to animators unless I approve them. Scenes and shots also need to sometimes come back and get tested as to why they are not working correctly, whether its a camera mismatch or one of the assets is off. The position is an interesting mix of QA and Outsourcing skills all rolled into one.

Character Artist at Rooster Teeth Animation, 10/2018 to 6/2019: Characters and props for RWBY season 6 and the current season 7. Characters, props and vehicles for Gen:Lock Season 1, including integration of outsourced models, shaders and pencil setup for render purposes. Outsourced art needed meshes to be cleaned, as well as set up in our pipeline. Most times I would have to texture or fix textures that were supplied. Often I would have to communicate with the outsource artist about changes that they would have to make. It was usually up to me to decided on a per basis if the art should go back out to the outsource artist or if I should just fix it in house. I also worked on Characters for Warner Brothers project that is in development.

Character art and props at Playing Worlds, 1/2018 to 6/2018: Creating a group of robot characters for a short film. Film ready meshes and props using PBR pipeline.

Senior Artist, Characters and props at Chicken Waffle, 2/2017 to 2/2018: Creation of Characters and props for VR and AR. Textures ranged from hand painted to Substance Painter. Worked with Sony and Crackle on Supermansion AR app, in charge of triple A level characters in PBR work flow including hair cards. Also help with development of apps and game play, and overall design, look and feel.

Character Artist for outfits and props at Silver Helm Studios, 2/2015 to 5/2015: Created assets for down loadable content for 3D MMORPG *Valiant Online*.

Senior Artist at Rebel Forge Studios, 9/2014 -12/2014: Created everything from props to characters, and down loadable content for *Second Life* MMORPG.

Character Artist for platform 2.5D fighter Mall Melee, 11/2011 to 10/2015: . Built several characters for Unity based platform fighter based of the concept art.

Character Artist at Molecular Games, 5/2011 to 10/2011: Concept and 2D characters and props built for Unity platform game similar to Mario Brothers but with a grappling hook feature. Created and animated main character run and attack cycle.

Character Artist freelance, Dark Roast Media, 11/2013 to 4/2014: 3D characters and animations created and made into 2D sprite sheets. Built rigs and matched lighting based on screen caps of *in-engine* game play.

Environment Art

Exotic Pools, 6/2017 to 8/2017: Design and creation of a bio pool for marketing purposes, contract.

3DModeling Co, 1/2017 to 6/2017: Full enclosed environment for Virtual Reality walk through. All assets and textures. Using Unity to render and set up VR capabilities.

Springs Events, 6/2015: Created Wedding Hall exteriors and landscapes based off architectural blue prints. Print-ready renders for sales copy and marketing. Renders created in 3DS Max Vray.

Bloom USC Student Productions, 5/2013 –10/2013: Environment Artist and prop creator. Built several interactive pieces for the hero character to avoid that were used in a student production.

Dragon Spirit Media, 4/2013 to 9/2013: Environment artist for Unity Asset packets. Worked closely with concept artist to create props and a full, playable puzzle level.

Acer Defense Systems, 11/2010: Modeled and textured proprietary military gear for press photos.

Additional Information

Guest Speaker at ACC: The Nitty Gritty: What it takes to be a working professional.

Guest Speaker AAUGA: Zbrush Basics, Pipeline to Substance Painter

Guest Teacher ACC: Zbrush Basics

Operates a 3D print business creating custom collectibles, prototypes, and parts for small businesses and collectors.

Personal project 'Dhalsim' was featured on Street Fighter Official Facebook page as well as [Shoryuken](#) website.

Education

Austin Community College 5/2009 to 8/2011

3D Modeling Certificate

3D Modeling focusing on Video Game pipeline production. Basic low poly to high-poly zbrush models. Environment and character modeling. Worked in a collaborative team environment as the lead artist on a major senior project, responsible for keeping other artists on look and feel and deadlines.

UCLA 9/1993 to 8/1997

Liberal Arts

Undergraduate Liberal Arts program with a focus in Psychology