

RANDA M. RIVERA

randamarierivera@gmail.com
http://artofrandarivera.com

EDUCATION

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Arts, May 2010, Major: Computer Animation

SKILLS AND PROFICIENCIES

- Adobe Photoshop
- Autodesk Mudbox
- 3D Coat
- FileMaker Pro
- Adobe Illustrator
- Headus UVLayout
- xNormal
- Perforce
- Adobe Premiere
- Pixologic ZBrush
- Unity
- Meshmixer
- Autodesk Maya
- Blender
- Keyshot

EXPERIENCE

Hasbro, *Digital Sculptor*, Burbank, CA

Feb 2020 – Feb 2021

- Digitally sculpted realistic and stylized assets for Hasbro properties, including Disney Princesses (Small Dolls, Deluxe), Frozen, Transformers, Raya and the Last Dragon, Dungeons and Dragons, Trolls, Fortnite, Jurassic Park, and Monopoly. Assets included doll heads, doll accessories, board game pieces, full figure characters, accessory characters, weapons, and simple vehicles based on concept designs.
- Created toy articulation for in-house prototypes and prepared draft angles in assets for injection molding.
- Aided in development and documentation of new techniques involving the hair lines and hair rooting of doll heads.

Wacky World Studios, *Digital Artist*, Oldsmar, FL

Oct 2010 – Apr 2015; Feb 2019 – Dec 2019

- Worked on concepts, characters and murals for themed environments in Disney resorts, the Pittsburgh Steelers, churches, schools, hospitals and homes, jobs budgeted anywhere from \$300 to upwards of \$1,000,000. Team lead for express theming, and designed and managed peel-and-stick packs.
- Organized, categorized, and standardized the digital catalog for internal and external use.
- Worked with clients during initial stages of development to create concept artwork true to their vision.
- Designed a pipeline for routing cut paths.

HSN, *Post-Production Artist*, St. Petersburg, FL

October 2014 – November 2018

- Retouched product images and color matched to samples to prep for online purchases and television shots, utilizing Adobe Photoshop, Adobe Illustrator, Capture One and show planning tools.
- Worked on creative billboard photography involving models for promotional material, including Melissa McCarthy, Serena Williams, Wolfgang Puck, Curtis Stone, and Joy Mangano.
- Worked closely with the trafficking team in correspondence with buying teams and individual vendors to acquire digital assets such as logos, badges, release forms, etc.
- Corresponded with major vendors to coordinate product appearance on the web.
- Developed guidelines and standards for product images adhered to by team.

Mountainwheel Games, *Animator*, Remote

March 2017 – June 2017

- Animated locomotion, attacks and impacts for 20+ variations of quadrupeds using Autodesk Maya.
- Prepared animations for import to Unreal Engine, using Perforce, a digital asset management system.

Pixel Oaks, *Animator*, Remote

April 2013 – December 2015

- Worked remotely with an independent game development team, learning software actively while composing character animations to be imported into Unity.