ZANCOIS RICE

3D Artist /3D Animator/3D Generalist
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PROFESSIONAL SUMMARY

Front-End Technical Artist with 20+ years in games, animation, and real-time production, including Unity-based mobile casino games, blockchain, and Web3 development. I build playable prototypes and carry art, UI, characters, environments, and animation through production integration. I use Cursor with Unity to write and revise C#, troubleshoot scenes, connect systems, and develop in-engine tools. I set up repositories and MCP connections so art, design, and engineering work from the same project.

CORE SKILLS

Game development: Mobile casino game development; blockchain development; Web3 development; playable prototypes; game logic; UI integration.
Modeling: Polygon modeling; spline modeling; 3D sculpting; retopology; character, prop, and environment asset creation.
UVs and texturing: UV unwrapping; UV cleanup and repair; UV optimization; baking; texture painting; materials.
Animation: Rigging; motion capture; motion capture cleanup; facial morph targets; facial animation; animation curve editing; timing.
Scenes and VFX: Scene building; world building; environment assembly; VFX; Sequencer; cameras; lighting; cinematics.
Technical production: In-engine tool development; editor tools; engine troubleshooting; asset and workflow optimization; repositories; MCP integration.

PROFESSIONAL EXPERIENCE

Vector Research LLC / Monkey Tilt

Front End Technical 3D Artist | Las Vegas, NV 2026

- Developed 3D art, animation, and playable front ends for Unity-based mobile casino games, with blockchain and Web3 development work.
- Delivered six mobile game projects in four months while the team produced 17 mobile betting titles.
- Modeled and sculpted characters and environment assets; performed retopology, UV unwrapping, UV repair and optimization, baking, and texture painting.
- Created facial morph targets and facial animation; performed motion capture and cleanup, refining animation curves and timing.
- Built and assembled game scenes with characters, environments, UI, cameras, animation, VFX, lighting, and game flow.
- Used Unity, Cursor, and C# for art and gameplay integration, in-engine tool development, debugging, and workflow optimization.
- Advanced approved demos into production through integration, cleanup, and handoff; used shared repositories and MCP workflows and optimized assets for Android, iOS, and WebGL.

Escape Speed LLC

Founder / Technical Art Director | Las Vegas, NV 2023-Present

- Develop playable prototypes for original IP and client projects, including mobile casino game, blockchain, and Web3 development.
- Create characters, props, and environment assets using polygon and spline modeling, 3D sculpting, retopology, UV unwrapping, UV repair and optimization, baking, and texture painting.
- Produce facial morph targets and facial animation; perform motion capture and cleanup, and refine animation curves and timing.
- Build worlds and assemble scenes in Unity and Unreal Engine, integrating environment assets, UI, cameras, lighting, VFX, and Sequencer cinematics.
- Use Cursor, Unity, and Unity MCP for C# changes, game logic, editor tools, debugging, and rapid iteration while developing the art in the same project.
- Develop in-engine tools and automation for Unity, Unreal Engine, and 3ds Max; optimize workflows, organize assets and repositories, and maintain naming and handoff standards.

PROFESSIONAL EXPERIENCE CONTINUED

Everi Holdings

Principal Artist II / Lead Artist IV | Reno, NV 2021-2024

- Led 3D art work for regulated game projects while staying hands-on with character art, animation, and final production assets.
- Reviewed work, mentored artists, estimated schedules, and worked with engineering when art needed to be adjusted for the engine or platform.
- Improved art workflows and standards so the team could move faster without losing consistency from one project to the next.

Synergy Blue

2D / 3D Artist | Las Vegas, NV 2019-2020

- Modeled hard-surface and organic assets, painted textures and 2D art, animated content, and integrated work into Unitybased slot games.
- Worked directly with game design, math, audio, and engineering to make sure the art supported both the game and the technical requirements.

Konami Gaming

Senior 3D Artist / Designer | Las Vegas, NV 2017-2019

- Created character models, UI assets, and animation for casino games and supported the work through engine integration.
- Worked across different visual styles and solved asset and performance issues as projects moved toward release.

VGT / Aristocrat

3D Artist / Animator | Reno, NV 2014-2017

- Created optimized real-time characters and animation for slot-game engines under tight memory, performance, and schedule limits.

Kuma Reality Games

Lead 3D Artist / Animator | New York, NY 2006-2008

- Created 3D assets and animation for Kuma War II, military training simulations, Dino-Hunters, Dogfights, and other interactive projects.
- Built soldiers and weapons and created first-person idle, reload, firing, and gameplay animation for military and FPS content.

Firefly Studios

3D Animation Artist | New York, NY 2004

- Created NPC gameplay animation cycles for CivCity Rome.

Freelance Production

3D Artist 2003-Present

- Created VR characters, AR assets, cinematic content, and commercial 3D work through Total Respawn, MovMobile, and ScreenVision for projects involving NFL, Mastercard, Coca-Cola, Amazon, and Lexus.

TOOLS

Development: Cursor, Unity, Unity MCP, Model Context Protocol (MCP), C# scripting, debugging, editor tooling, rapid prototyping, project setup.
Source control / production: Shared repositories, Perforce, Jira, project structure, asset organization, implementation and handoff workflows.
3D / content: Unreal Engine 5, 3ds Max, Maya, Blender, ZBrush, Substance Painter, Marvelous Designer, Photoshop, Illustrator, After Effects, Spine.
Delivery: Android, iOS, WebGL, scene assembly, UI integration, animation, VFX, lighting, rendering, optimization, playable demos, production implementation.

EDUCATION AND RECOGNITION

A.A.S. in Media Arts and Animation | Art Institute of Pittsburgh
Autodesk University Masterclass Instructor, 2012 | Best Technical Achievement Award - Leaving the Game