Zancois Rice
3D Artist/Animator
www.zanswork.com
zancoisrice@zanswork.com
725-500-4971

Specialties

High-Quality 3D Modeling, 3D Character Modeling, 3D Character Rendering, Clean Topology, 3D Animation, 2D High-Resolution Drawings, 2D Digital Painting, 2D Animation, VFX, Concept Design, Storyboard, Advertising and Marketing Graphics, Team Collaboration, Team Training, Innovation, Problem Solving, Agile and Waterfall Workflows.

Skills

Nvidia Omniverse, Unreal 5.4, Unity, Source Engine, 3D Studio Max, Maya, Z-Brush, Mudbox, Character Creator, iClone, Substance Painter, V-ray, Marvelous Designer, Spine, After Effects, Photoshop, MS Word, Jira, Perforce, and others.

Professional Experience

EVERI HOLDINGS, Reno, NV
Principal Artist II/Lead Artist IV
June 2021 – Present

- Spearheaded the research, design, and development of 3D models and animations for casino slot games, ensuring adherence to production requirements and desired effects.
- Mentored and trained junior art staff specializing in 3D modeling, fostering a culture of continuous improvement and excellence.
- Collaborated seamlessly with game design, math, audio, and software engineering teams to ensure cohesive and high-quality production design.
- Partnered with art design management to provide strategic guidance and direction for project management.

SYNERGY BLUE, Las Vegas, NV
2D/3D Artist
June 2019 – September 2020

- Created and 3D modeled unique characters for upcoming slot machine game releases, enhancing the visual appeal and engagement of the games.
- Executed 3D modeling of both hard surface and organic assets, demonstrating versatility and technical prowess.
- Digitally painted and animated 2D art for upcoming titles, integrating seamlessly within the Unity game engine.
- Maintained cohesive communication with game design, math, audio, and software engineering teams to ensure project alignment and success.
- Contributed to game titles such as Panda Pop, Joyride Jackpot, Blizzard Blast, Safari Keno, Cocktail Cash, and Area 50 Fun.

KONAMI GAMING, Las Vegas, NV
Senior 3D Artist/Designer
June 2017 – January 2019

- Conducted comprehensive research, design, and development of illustrations and animations for casino slot games, focusing on game themes, characters, UI, and symbols.
- Implemented styles, techniques, and mediums best suited to produce desired effects while adhering to production requirements.
- Mentored and trained other art staff, specializing in one or more artistic areas.
- Worked directly with game design and software engineering teams, receiving direction and guidance from art design management.
- Contributed to game titles such as Diamond Raider, Expanding Egypt, Mayan Times, and Fortune Flare.

VGT / ARISTOCRAT, Reno, NV
3D Artist/Animator
August 2014 – March 2017

- Developed game concepts and overall look for slot games, creating all art assets including 3D models, textures, rigging, animations, lighting, rendering, motion graphics, and compositing.
- Contributed to game titles such as Ruby's Red-Hot Wilds, Diamond Riches, Light of Athena, Firestar, Butterfly Hearts, Sapphire Dreams, Mr. Money Bags, Fortune Flare 2, Wild Western Coins, Birds of Pay, Egypt Clone, and Pirate Clone.

Additional Experience
KUMA REALITY GAMES, New York, NY
Lead 3D Artist/Animator
2006 – 2007

- Contributed to game titles such as Kuma War II, Military Training Simulations, Dino-Hunters, Dogfights, and Leaving the Game.

FIREFLY STUDIOS, New York, NY
3D Animation Artist
2004

- Worked on the game title CivCity Rome.

Freelance

- **TOTAL RESPAWN**: Commissioned to build characters for virtual reality games.
- **AUTODESK**: Commissioned to create a 3D modeling master class.
- **MOVMOBILE**: Developed 3D animated assets for augmented reality projects for clients including NFL, Caesars, MasterCard, Pepsi, Coca-Cola, Captain Morgan, Stella, and Red Stripe.
- **SCREEN VISION**: Produced 3D assets for film and theatre entertainment for clients such as Activision, Amazon, Apple, Beats by Dre, Cadillac, Chevrolet, Lexus, and Microsoft.

Education
A.A.S in Media Arts and Animation (Computer Animation)
Art Institute of Pittsburgh, Pittsburgh, PA

Accolades
Best Technical Achievement Award

- Received the award for "Leaving the Game," a machinima piece written and directed by AFI director Ethan Vogt. As the lead artist, I was responsible for storyboards, concept design, character design, 3D modeling, texturing, rigging, and animating.