

ZANCOIS RICE

Reno, NV • ZR@EscapeSpeedLLC.com • [Portfolio](#) • [Linkedin](#)

SUMMARY

Senior Real-Time 3D Technical Artist and Asset Pipeline Specialist with 20+ years of production experience across games, simulation, and interactive media. Focused on preparing, optimizing, and integrating complex assets into real-time engines and structured workflows. Known for troubleshooting production issues, improving pipeline efficiency, and collaborating across art, design, and engineering teams to deliver production-ready content.

CORE SKILLS

Real-Time Asset Preparation — geometry cleanup, retopology, hierarchy structuring, LODs, optimization

Integration & Debugging — shading, normals, scale, engine integration, performance validation

Tools — Maya, 3ds Max, Blender, ZBrush, Substance Painter, Marvelous Designer, Photoshop

Engines — Unreal Engine 5, Unity

Pipeline — asset organization standards, version control (Perforce), Jira tracking

Automation — AI-assisted scripting, ClaudeAI, ChatGPT, KlingAI, Nano Banana Pro etc...

TECHNICAL SYSTEMS & AUTOMATION

- Designed a patentable Class II gaming feature architecture defining system state flow and presentation logic under remote-determination constraints.
 - Built automation workflows using AI-assisted scripting to reduce repetitive setup and asset-handling tasks.
 - Developed structured asset-prep and publishing pipelines for interactive and media presentation environments.
 - Debugged runtime behavior, integration issues, and presentation logic through iterative testing.
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PROFESSIONAL EXPERIENCE

Escape Speed LLC — Reno, NV

Founder / Technical Art Director | 2023–Present

- Manage complete 3D production pipeline from asset creation to final delivery.

- Optimize and structure assets for real-time and cinematic workflows.
- Implement workflow improvements and production automation.

Everi Holdings — Reno, NV

Principal Artist II / Lead Artist IV | 2021–2024

- Produced real-time assets and animations for regulated gaming platforms.
- Improved production efficiency through AI-assisted workflow integration.
- Collaborated with engineering teams to ensure engine compatibility and performance.

Konami Gaming — Las Vegas, NV

Senior 3D Artist / Designer | 2017–2019

- Delivered end-to-end asset production for interactive gaming environments.
- Resolved technical integration and performance constraints.

VGT / Aristocrat — Reno, NV

3D Artist / Animator | 2014–2017

- Created optimized real-time assets meeting strict engine performance requirements.
- Delivered production-ready assets within tight development schedules.

ADDITIONAL INDUSTRY EXPERIENCE

Lead 3D Artist/Animator — Kuma Reality Games (AAA & Military Simulation)

3D Animation Artist — Firefly Studios (AAA gameplay animation)

Freelance 3D Artist — VR, AR, and commercial interactive media production

EDUCATION

A.A.S. Media Arts & Animation

Art Institute of Pittsburgh

RECOGNITION

Best Technical Achievement Award — *Leaving the Game*