

Zancois Rice
3D Artist/Animator
www.zanswork.com
zancoisrice@zanswork.com

Specialties: High Quality 3D Modeling, 3D Character Modeling, 3D Character Rendering, 3D Model with Clean Topology, 3D Animation, 2D High Resolution Drawings, 2D Digital Painting, 2D Animation, VFX, Concept Design, Storyboard, Advertising and Marketing graphics, Team Collaborator, Team Training, Innovative, Problem Solver, Agile and Waterfall workflows.

Skills: Unreal 4, Unity 2020, Source Engine, 3D Studio Max, Maya, Z-Brush, Mudbox, Substance Painter, V-ray, Marvelous Designer, Spine, After Effects, Photoshop, MS Word, Jira, Perforce and others.

Experience:

SYNERGY BLUE, Las Vegas, NV
06/19 - 9/20

2D/3D Artist

- Designed and 3D modeled custom one-of-a-kind characters for upcoming slot machine game release.
- Performed 3D modeling of both hard surface and organic assets.
- Digitally Painted and animated 2D art for upcoming titles, both inside and out of Unity game engine
- Worked directly with the game design, math, audio, and software engineering team to ensure cohesive communication of work.

Game Titles: Panda Pop, Joyride Jackpot, Blizzard Blast, Safari Keno, Cocktail Cash, and Area 50 Fun.

KONAMI GAMING, Las Vegas, NV
06/17 - 1/19

Sr. 3D Artist/Designer

- Researched, designed, and developed illustration and animation for casino slot games. Implemented style, technique, and medium best suited to produce desired effects while conforming to production requirements.
- Mentored and trained other art staff who specialize 3D Modeling.
- Worked directly with the game design, math, audio, and software engineering teams to ensure seamless production design.
- Collaborated with art design management to ensure proper guidance and direction of projects Management.

Game Titles: Diamond Raider, Expanding Egypt, Mayan Times, and Fortune Flare.

VGT / ARISTROCRAT, Reno, NV
08/14 - 03/17

3D Artist/Animator

- Responsible for developing game concept and overall look for slot games.
- Created all art assets for assigned games including 3D models, textures, rigging, animations, lighting, rendering, motion graphics and compositing.

Game Titles: 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, Pirate Clone.

Additional Experience:

KUMA REALITY GAMES, New York, NY
2006 - 2007

Lead 3D Artist Animator

Game Titles: Kuma War II, Military Training Simulations, Dino-Hunters, Dogfights, Leaving the Game.

FIREFLY STUDIOS, New York, NY
2004

3D Animation Artist

Game Title: CivCity Rome

Freelance:

TOTAL RESPAWN

3D Artist.

- Commissioned to build characters for virtual reality games.

AUTODESK, New York, NY

3D Modeling Instructor

- Commissioned to create a 3D modeling master class.

MOVMOBILE, New York, NY

3D Artist

- Developed 3D animated assets for augmented reality projects for various clients including:

NFL, Caesars, Master Card, Pepsi, Coca-Cola, Captain Morgan, Stella, and Red Stripe.

SCREEN VISION, New York, NY

3D Artist/ Designer

- Production of 3D Assets for film and theatre entertainment.

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