

WYATT WORKMAN

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1324 Irving Avenue, Glendale, CA 91201
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EDUCATION

Rhode Island School of Design (RISD)

Providence, RI | Sept. 2021 - May 2025

BFA Illustration

Glendale Community College

Glendale, CA | Aug. 2020 - December 2020

Study in Oceanography

Los Angeles County High School for the Arts (LACHSA)

Los Angeles, CA | Aug. 2017 - June 2021

High School Diploma, Visual Arts

SKILL SET

Art + Design

Environment and Character Design, Digital Matte Painting, 3D Modeling and Asset Creation, Color Keys, Observational and Figure Drawing, Sculpture, Photography

Software

Adobe Photoshop, Illustrator, InDesign, Blender, Maya, ZBrush, Substance 3D Painter, Unreal Engine, Procreate, Microsoft Excel, Word, Powerpoint, Google Workspace

EXHIBITIONS

Senior Invitational | RISD Woods-Gerry Gallery, 2025

Senior Exhibition | RISD ISB Gallery, 2025

SOI | Society of Illustrators Gallery, NYC 2024

Illustration Junior Exhibition | ISB Gallery, 2024

Senior Thesis Show | The Mistake Room, LA 2021

Spring | LACE, Los Angeles, 2020

CREATIVE EXPERIENCE

Occlusion Studios | *Concept Artist & 3D Modeler*, 2025

Developed original concept art for environments, props, and vehicles for an animated short. Modeled detailed 3D assets, including unwrapping and texturing. Worked with a team of artists to maintain a cohesive visual style. Iterated designs based on feedback.

RISD ISB Gallery | *Gallery Monitor*, 2024 - 2025

Oversee gallery space during show hours. Ensure guests respect guidelines. Install and remove artworks. Answer visitor inquiries. Assure space remains clean and organized.

Ride 4 A Woman | *Freelance Illustrator*, 2024

Designed and illustrated postcards and prints that highlight the benefits and mission of Ride 4 A Woman, a non-profit in Uganda that supports women living in poverty.

Pride Nature Safaris | *Wildlife Photographer*, 2023

Photographed the wildlife and nature of Uganda to help market tourism and activities. Raised awareness of endangered species. Edited and cataloged a photo library.

RELEVANT STUDIOS

Beautiful Corner | RISD Illustration Dept., 2024

Designed, modeled, and rendered an original character and environment using Zbrush, Substance, and Blender. Learned UV mapping and texturing while efficiently working across softwares. Consistently modified designs based on critique to help improve the clarity of my chosen narrative.

Digital 3D for Illustrators | RISD Illustration Dept., 2024

Self-directed visual development of detailed environments and props using both 2D and 3D digital softwares.

AWARDS, COMMUNITY, & HONORS

Society of Illustrators Award | 2024

RISD Honors | 2021-2025

California Scholarship Federation Honor Society | 2021

Big Brothers Big Sisters | Disney Animation Studios
Los Angeles, 2018 - 2021