ARIEL (AJ) RIVERA

3D ARTIST

PORTFOLIO

HTTP://WWW.ARIEL-RIVERA.COM

LinkedIn: https://www.linkedin.com/in/ariel-rivera-42b4401ba/

Art Station: https://www.artstation.com/aj-rivera_305

EDUCATION

B.A. DIGITAL MEDIA AND GAME DESIGN, UNIVERSITY OF CENTRAL FLORIDA (2024)

KEY SKILLS

- CHARACTER ANIMATION
- ORGANIC MODELING
- HARD SURFACE MODELING
- UV MAPPING
- RIGGING
- SCULPTING
- TEXTURING

SOFTWARE EXPERIENCE

- AUTODESK MAYA
- ZBRUSH
- UNREAL
- PHOTOSHOP
- SUBSTANCE PAINTER
- GITHUB
- UNITY

CONTACT

📞 407-729-5576

✉ future4aj@gmail.com

📍 Davenport, FL 33837

EXPERIENCE

3D MODELER

FREELANCE   MAY 2023 - PRESENT

- Create detailed and accurate pieces that meet client specifications and industry standards
- Animate with a focus on dynamic movement and storytelling
- Projects include work for video games, video content, and high-quality 3D assets on commission basis

HARD SURFACE MODELER/PROP ARTIST

VOID STUDIOS   MAY 2023 - PRESENT

- Model variety of props, environments and characters, focusing on both hard-surface and organic modeling
- Creating high-quality textures to enhance the realism and style of 3D assets
- Work closely with dedicated team members to support overall artistic vision of the studio

HARD SURFACE MODELER/PROP ARTIST

RAD STUDIOS   JULY 2020 - JULY 2022

- Creating characters and environment props as well as other assets for use in games
- Building prop rigs and animating assets
- Import all animations into the Unreal Engine and push all changes to Github
- Communicate and ensure cohesion with fellow team members and creative director