

RAIN SUPPLE

A 3D artist, and active member of the professional creative community,
looking for opportunities. Always learning. Always improving.

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<https://www.artstation.com/rainsupple3d>



@rainsupple3d

Education:

Pennsylvania College of Art & Design. GPA: 3.82
BFA in Animation & Game Art, May 1st 2020

Experience:

3D Art Intern - Triode Media Group

-While developing a lived in fantasy environment I conceived a novel workflow process later adopted by the company

Zine Artist - Supervisor Adam DeMarcell.

-Published an evocative art piece with student creative group to raise awareness of the Opioid Epidemic.

Lead Volunteer - FoST: Future of Storytelling VR Summit

-Leader in creating a smooth and cohesive experience for attendees within an exclusive technology summit.

Open House Lead - Pennsylvania College of Art & Design

- Acted as a living interactive beacon of information and direction

Residential Assistant - Pennsylvania College of Art & Design.

-Ensured a safe community environment for individuals in student housing.

Skills:

Environment Art - Knowledge of 3D Environment workflows from blocking to polishing through asset optimization

Game Asset Creation - Diverse experiences in modeling projects including hard surfacing and organic meshes, with a desire for more professional challenges.

Texturing Knowledge - Can create realistic textures with PBR shaders workflow from Substance Designer to Painter

Concept to Model - Understanding of visual development and importance of converting 2D imagery to functional 3D space while maintaining design and theme.

CGI Generalist - Working knowledge of entire 3D pipeline to better inform speciality of modeling for applications and communications across multi artist collaborations.

Adaptive Worker - Can solves problems while actively seeking knowledge for medium, and new

Software:

- Autodesk Maya, Unreal, Unity, ZBrush, Substance Painter/Designer, Adobe Creative Suite.

Awards & Recognitions:

- PCA&D Deans's List, Fall 2016- Spring 2020.

- Siggraph Chapter: PCA&D - Supports community learning by the creative skills shared

- Digital Art Award 2016 by George Budman chair of Pleasant Valley Art Department, 2016.

Activities & Interests:

- **Game Jam** - Joined students team in 24 hour international game creation event.

- **Improv Club** - Storyteller who specilizes in pretending to be a tree and or a stick.

- **Video Games** - Advid enjoyer of destroying evil cults, and pickpocketing across the lands.

- **Modeling Warrior** - Proactive, vigilant, and resilient to the evil ways of Maya crashes.