

RAVEN KAY

3D ARTIST

Raleigh, NC
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www.ravenkayy.com
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SOFTWARE & SKILLS

Maya
Unreal Engine
Photoshop
Substance Painter
3DSMax
Blender
After Effects
ZBrush
Marmoset
Houdini
Rhino
Premiere Pro
Figma
Jira
Git
Perforce
Modeling
Rigging
Texturing
Concepting
Lighting
Animating
Rendering
Compositing
Optimization
Technical Art

Portfolio: www.ravenkayy.com

I'm a 3D Artist with 10+ years of experience creating high-fidelity real-time visuals across production and video game pipelines. Skilled in modeling, shading, lighting, scene composition, and technical art using Maya, Unreal Engine, Substance Painter, ZBrush, Photoshop, and Illustrator, with delivered work for in-car infotainment systems, marketing art, and game assets. Regular tasks for me include mentoring junior artists, optimizing production workflows, and driving visual branding.

Employment History

Arcane Realms/ **Lead Artist**

2/2025- current (temp)

- conceptualized main characters and monsters
- modeled, textured, rigged, animated, and implemented custom art assets
- test gameplay with custom characters and enemies for revisions

Rivian/ **Lead Visualization Designer**

12/2023 - current

- conceptualize and create cel-shaded assets for use with Rivian infotainment systems
- model and rig 3D assets, set dress environments, create flat vector art, use tech art methodologies for materials and blueprints

ILM Immersive/ **Concept & Environment Artist**

4/2022- 6/2023

- created marketing assets for *Star Wars: Tales From the Galaxy's Edge* using UE to render images (modeling, lighting, texturing, rendering, animating)
- Oversaw previz and technical art for intro of *What If...? An Immersive Story*. modeled Marvel logo and additional assets with custom shaders

Epic Games/ **Creative Screenshot Lead**

4/2019- 4/2022

- created Fortnite key art and loading screens inside UE, developed new CG art assets as needed, assisted with character marketing poses and lobby idle animations
- mentored and managed junior artists working on images for Fortnite Creative, reviewed work and provided training

Booz Allen Hamilton/ **Lead Artist**

3/2018- 4/2019

- modeled, textured, rigged, and animated photorealistic hard surface and organic game assets for VR training sims
- managed other artists on team to ensure standards & deadlines were met

adidas Group/ **3D Artist**

4/2016- 12/2017

- created photorealistic CG models of footwear for web and commercial use
- worked with multiple departments to ensure brand accuracy
- assisted with internal product breakdown animations

Mark Bric Display Corp./ **3D Artist**

7/2013 - 4/2016

- developed tradeshow exhibit concept renderings, marketing materials, and 3D product assembly animations
- worked directly with clients and managed all files (2D/3D/print)

Education

Savannah College of Art and Design

BFA / Animation
Cum Laude

Achievements

- Unreal Fest 2024 Speaker
- Technical Artist on *Emmy* Winning *What If...? An Immersive Story*