

# JAY RIOS

## 3D CHARACTER ARTIST

### EMAIL:

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### PORTFOLIO:

JAYRIOS.COM

### CONTACT:

(425)686-9595

REDMOND, WA

### FOCUS

Characters  
Creatures  
Props

### SKILLS

#### Digital

ZBrush  
3D Studio Max  
Maya  
Photoshop  
Substance Painter  
Unreal Engine 4  
Headus UV Layout  
xNormal  
3D Coat

#### Traditional

Life Drawing  
Sculpture  
Animation

#### Conceptual

Games Visualization  
2D to 3D Iterative Design

### SUMMARY

Jay Rios is hard working, friendly and imaginative. He specializes in creating compelling 3D assets for use in either realtime or prerendered projects.

### RELEVANT WORK EXPERIENCE

**Lakshya Digital, Character Artist, Outsource Manager Aug 2016 - Current**  
Responsible for delivering AAA quality assets to AAA game industry clients.

#### *Art asset creation responsibilities:*

- High resolution models and final textured low polygon game assets.

#### *Lakshya's overseas production team management:*

- Jay, working closely with clients and the production team, helps determine outsourcing needs, art construction pipelines and initial schedules for the production of art assets.

- At every stage of art production, Jay provides detailed feedback, and approvals to the production team. When necessary Jay polishes the art assets in order to keep asset quality consistent.

#### **ArenaNet LLC, Character Artist, May 2015 - May 2016**

As a part of the Character Art Team, Jay's tasks included the high-poly sculpting, re-topologization, and texturing of Guild Wars 2 clothing and armor assets. Jay helped in the refitting of those assets for the different races and genders represented in the Guild Wars 2 universe. Finally, Jay was responsible for taking those finished assets through an animation and QA pass before they were brought in-game to be sold in the MTX store.

#### **Gradus Games, Character Artist, Oct 2014 - Feb 2015**

#### **Glu Moblie, Internship, Summer 2012**

#### **Licensed Massage Therapist, 2008 - 1998**

For ten years Jay was a successful, working professional. He has a strong working knowledge of human anatomy, myology (the study of muscles) and kinesiology (the study of the mechanics of body movements).

### EDUCATION

#### **Scott-Eaton.com:**

- Portraiture & Facial Anatomy 6 week Course, May 2014

#### **Zbrush Workshops 10 week Master Classes:**

- Creative Creature Design with Peter Konig, Sept 2013
- Advanced Character Creation with Joseph Drust, May 2013

#### **Bachelor of Fine Arts in Production Animation**

DigiPen Institute of Technology, May 2012

#### **Associates in OT, specialty Massage Therapy**

Swedish Institute, August 2000