

Brianna Rizzi

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| 3D modeler | 2D designer | 2D & 3D animator |

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Education

Washington State University Vancouver

Expected graduation date - December 2019

- B.A. in Digital Technology & Culture; Minor in Psychology
- Game Studies & Design Certificate

Professional Experience

VanParksVision - City of Vancouver, Parks & Recreation

A mobile app that uses AR to envision two upcoming Vancouver, WA city parks.

August 2019 - Present

3D modeler

- Modelling assets for AR in 3D
- Preparing models for texturing
- Using Substance Painter to texture models

“Wash Your Hands” - 2D animation

<https://vimeo.com/317204617>

This is a humorous 30 second PSA that touches on preventing spread of contagious illnesses.

- Conceptualized the story and designing characters
- Created characters using Adobe Illustrator
- Recorded my own voice for each character
- Edited sounds and music together in Audacity
- Utilized all the assets into composing a 30 seconds clip using After Effects
- Exported to Adobe Media Encoder to compress the clip

“The Debate” - 3D animation

<https://vimeo.com/126964378>

This animation is action-packed and sci-fi inspired.

- Conceptualized the story and designing characters
- Modelled all the assets and applying textures using Maya
- Animated characters and models using Maya
- Edited sounds and music together in Audacity
- Rendered the animation and composing the animation and sound together using After Effects
- Exported to Adobe Media Encoder to compress the clip

“Dealing with the Uninvited” - 3D animation

<https://vimeo.com/user39902397>

Animation about a fairy and an uninvited guest.

- Conceptualized the story and designing characters
- Modelled all the assets and applying textures using Maya
- Animated characters using Maya
- Edited sounds and music together in Audacity
- Rendered the animation and composing the animation and sound together using After Effects
- Exported to Adobe Media Encoder to compress the clip

Technical Skills

2D programs

- Adobe Photoshop
- Adobe Illustrator
- Krita

3D programs

- Maya
- SketchUp
- Unity
- Substance Painter

Animation

- After Effects

Coding

- HTML5
- CSS3
- Javascript

Audio

- Audacity
- GarageBand

Others

- Adobe Media Encoder

Hobbies

- Video gaming
- Sketching/doodling/writing
- Reading webtoons/webcomics
- Drawing 4 panel comics
- Watching gaming news/game trailers/let's plays/shorts/2D & 3D animations on YouTube & Twitch

Other Language Skills

- **Korean** - read, write and converse