

# RISA SUZUKI

## 3D ENVIRONMENT ARTIST

 909-493-0900

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 www.suzukirisa.com

## EDUCATION

### Master of Arts - Visual Effects

Savannah College of Art and Design  
June 2021 - August 2022

### Bachelor of Fine Arts - Animation

Savannah College of Art and Design  
January 2019 - May 2021

## SKILLS

- Modeling
- Texturing
- Lighting
- Digital Sculpting
- Digital Painting
- Compositing

## SOFTWARE

- Autodesk Maya
- Substance Painter
- Zbrush
- Unreal Engine
- Marmoset Toolbag
- Nuke
- ShotGrid
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects

## AWARDS

- **SCADamp Certificate of Completion**  
(18 public speaking workshops)
- **Dean's List Honors**  
(Winter 2019 - Winter 2021)
- **Academic Honor Scholarship**  
(2019 - 2021)

## EXPERIENCE

### Digital Artist Internship at Hasbro

(June 2022 - August 2022)

Responsible for the creative development of manufacturable aesthetics in the production development process

### *Hex Limit* - SCAD Animation Studio

Director: Jordan Fleming

(August 2021)

3D Environment Modeling & Texturing

### *Pirate Lesson* - SCAD Senior Film

Director: Sofia Azpe

(May 2021)

3D Environment Modeling, Texturing, & Background Painting

“Finalist” - Rookies Awards 2021

“Official Selection” - National Short Film Festival

### *Bawkwards* - SCAD Collaboration Experience

Director: Maelene Naftzger

(May 2020)

3D Environment Modeling, Shading, & Compositing

## ORGANIZATIONS

### Women in Animation

(April 2021 - present)

### Women in Animation Mentorship Circle

“Expanding your potential career path as a 3D Artist”

(September 2021 - December 2021)

Mentor: Minhyul Olivia Bae(3DCG Artist at Verizon ACT)

### Asian Queen in Animation

(November 2021 - present)

## LANGUAGE

- English
- Japanese