

# John Ruiz

## 3D Generalist

Experienced 3D artist with over four years of expertise in conceptualizing and creating high-quality, optimized assets and environments for VR and defining, as well as adapting to, art styles for early-stage game development. Proven team player, having collaborated effectively in small to mid-sized teams ranging from 4 to 14 members.

### WORK EXPERIENCE

**Principal Investigator, Corporate Officer**    June 2021 – December 2023  
Not Suspicious LLC, Orlando, FL (Remote)

- Took on the role of Principal Investigator for the NSF-funded project, Tablecraft, in June 2021, managing grant-related communications, reports, funds, and subcontractor relationships
- Served as a reviewer for the NSF SBIR Phase 1 grant. Participated in a panel review process collaborating with industry experts to discuss, evaluate, and provide feedback on proposals, showcasing both expertise and teamwork
- Appointed as Operations Manager in June 2022, overseeing bookkeeping, payroll, and maintenance of licenses, titles, and budgets.
- Cultivated and maintained professional relationships with grant agencies, subcontractors, and industry peers

**3D Generalist**    January 2019 – December 2023  
Not Suspicious LLC, Orlando, FL (Remote)

*Tablecraft (VR) Unity*

- Served as the sole 3D artist, demonstrating strong individual initiative, technical skills, and understanding of VR practices and principles
- Showcased meticulous attention to detail in creating and refining 3D assets, ensuring high-quality game visuals and user experience
- Contributed to defining and implementing the art style for the game, showcasing creative input and collaborative efforts
- Implemented lighting technique for our unlit shaders to look sharp while maintaining performance on VR
- Animated various machines to enhance the game's atmosphere
- Kept in mind game design considerations while concepting new assets
- Worked in engine to build/edit prefabs, assign materials, set up hierarchies, add colliders
- Rigged alien characters to infuse life with dance animations

**3D Artist**    August 2017 – December 2018  
Suspicious Box, Orlando, FL

*Liminal - Unreal Engine*

- Crafted 3D assets and environments in alignment with the established art style + some level design work
- Designed and modeled a giant colossus boss

*Great Emu Wars - Unreal Engine*

- Modeled and textured machine gun and train track assets, ensuring alignment with the desired art style

### CONTACT

- 954-383-8957
- john2ruiz@gmail.com
- Pembroke Pines, FL

### LINKS

- [Johnmakes3d - Portfolio](#)
- [Youtube Not Suspicious](#)

### SKILLS

#### *Art Tools*

- Maya
- Zbrush
- Substance Painter
- Substance Designer
- Photoshop
- Marmoset Toolbag
- Midjourney

#### *Dev Tools*

- Unity
- Unreal
- Github

#### *Soft Skills*

- Team Leadership
- Collaboration
- Project Management
- Communication
- Time Management

### EDUCATION

**Florida Interactive Entertainment Academy (FIEA)**  
MS in Interactive Entertainment  
Orlando, FL - December 2019

### SHIPPED TITLES

- Liminal (Steam) 2018
- Great Emu Wars (Steam) 2018
- Tablecraft (Quest) TBD

### INTERESTS

- Volleyball
- Health & Fitness
- Playing Guitar
- Improving Culinary Skills