

John Ruiz

3D Generalist

With over 7 years of experience as a 3D Generalist, I have developed deep expertise in creating environment and hard surface assets, texturing, VR content development, CAD modeling, animation, rigging, and some scripting. As a proven leader, having led art teams in dynamic settings, I bring a unique blend of artistic vision and technical acumen to the table. Eager to tackle new design challenges, I am ready to leverage my comprehensive skills and leadership abilities in a creative role to drive innovative projects forward.

WORK EXPERIENCE

3D Generalist

January 2019 – Present

Not Suspicious LLC, Orlando, FL (Remote)

Tablecraft (VR) Unity

- Served as the sole 3D artist for 'Tablecraft (VR)', demonstrating initiative and technical skills in Unity. Managed all aspects of game asset creation, including modeling, shader development, and asset optimization.
- Led art direction and team collaboration, defining and implementing the game's art style, overseeing the transition from preliminary art concepts to finalized VR designs, and guiding a team of concept artists.
- Led art direction and contributed to game design, playing a pivotal role in defining the game's visual style, leading a team of concept artists, and ensuring models optimized for VR performance. Implemented lighting techniques and rigged alien characters with dance animations to boost the game's atmosphere and realism.
- Kept game design considerations in mind while conceptualizing new assets, working in-engine to build/edit prefabs, assign materials, set up hierarchies, and add colliders.
- Enhanced interactivity and optimized performance, added approximately 50 grab poses for VR hands and edited and created simple C# scripts to improve functionality. Also, optimized game assets to ensure high performance and fidelity on Quest 1 and 2, leveraging a simplified texture palette.

3D Artist

August 2017 – December 2018

Suspicious Box, Orlando, FL

- Crafted 3D assets and environments for "Liminal" and "Great Emu Wars" in Unreal Engine, aligning with the established art style and contributing to some level design work.

EVENT EXPERIENCE

META Hackathon

April 2024

META Office Hudson Yards, NYC

Air Space Defenders

- Worked as a 3D artist & game designer in a team of 4 to produce a mixed-reality experience on Quest 3.
- 3 days of work went into finding and creating a simple game with retro / tron-like aesthetics.

CONTACT

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- Pembroke Pines, FL

LINKS

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

SKILLS

Art Tools

- Maya
- Zbrush
- 3DSMax
- Substance Painter
- Substance Designer
- Photoshop
- Marmoset Toolbag
- Midjourney
- Fusion 360

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