

# Stephanie Ribas

3D Artist

[Sribas89@gmail.com](mailto:Sribas89@gmail.com)

908-377-6671

[www.stephanieribas.com](http://www.stephanieribas.com)

[www.artstation.com/stephanieribas](http://www.artstation.com/stephanieribas)

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## Skills/Software

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<u>Art</u>	<u>Rendering</u>	<u>Technical</u>	<u>Project Management</u>
Maya/Zbrush Photoshop Substance Painter/Designer	Marmoset Toolbag	Unreal/Art integration Unreal Material Integration	Jira Confluence Agile/Scrum

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## Industry Experience

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### **Break Knight Games - Environment Artist** **Aug 2020-Present**

- Create optimized hard surface and organic assets from realistic references
- Maintain a high level of quality while working within design constraints
- UV layout and PBR texture workflow, keeping to art direction of project
- Create tileable textures for modular and optimal use
- Import assets into project and make improvements when necessary

### **Elevux - Interactive Graphic Designer** **Aug 2019 - Oct 2019**

- Create 3D models, texture in PBR format and prepare models for web ready augmented reality.

### **Graveworks Interactive - Cofounder & Lead Artist** **Dec 2014 - Dec 2015**

- Kept art direction consistent, set milestones and objectives, organized meetings with teams to get updates on progress on tasks.
- Created concepts for creature designs and levels and also modeled 3D environments & props.

### **Razor Edge Games - Assistant Lead** **May 2016 - June 2017**

- Modeled environment and prop assets from concept art and reference images.
- Attended virtual meetings weekly for critiques, sign offs and updates.

### **Full Sail Work Study - Senior Artist** **May 2015 - Dec 2015**

- Created art for various game development teams in the Master's degree program.
- Made 2D game assets including logo designs, titles, menu buttons and in-game assets.
- Responsible for creating 3D game assets such as buildings, playground props and other props associated with the environment.

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## Education

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### **Full Sail University** **Feb 2014 -Dec 2015**

Bachelor of Science Degree in Game Art

*Course Director's Award: Level Assembly & Lighting, Art Creation For Games and Fundamentals of Art 1*

### **Union County College** **Sept 2008 - May 2013**

Associate Degree of Applied Science of Game Design Creation