

TRISTAN MULLINS

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Links

Portfolio: www.tristanmullinsmodeling.com/

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Professional Summary

Hardworking and passionate job seeker with strong organizational skills eager to secure a 3D Modeling and Rigging position. Ready to help the team achieve company goals.

Skills

- Digital Asset Inspection
- 3D Modeling, Rigging, and Texturing
- Maya Software Proficiency
- Adobe Suite Software Proficiency
- Blender Software Proficiency
- ZBrush Software Proficiency
- Proforce Proficiency
- Coding skills
- Effective communication
- Multitasking Abilities
- Written Communication
- Team Player

Work History

Rigging Intern, 05/2023 to Current

Insomniac Games – Burbank, CA

- Used debugging techniques to identify issues with computer code and resolve errors.
- Assisted in developing 3D video games for console platforms using in-house software.
- Cultivated professional working relationships with the animation department, other design personnel and upper management.
- Improved existing tools for better productivity.
- Collaborated with game designers, artists and testers to ensure quality product delivery.
- Rigged game ready assets for *Marvel's Wolverine*

Education

Bachelor of Arts: Animation, 06/2022

Savannah College of Art And Design - Savannah, GA

- 3.8 GPA
- magna cum laude graduate
- Dean's List Fall 2018 - June 2022
- Relevant Coursework: Modeling, Rigging, Texturing, Lighting, Painting, Color Theory, Drawing, Life Drawing

Collaborative Projects

Desert Mayhem Overdrive - Animated Film

Co-lead Modeler, Texture, and Rigging Artist

- Created models from concepts
- Developed rigs to the needs and specifications of the director and animators
- Gathered references for contesting said models based upon directorial impute
- Worked with other 3D artist on problem solving issues that came up during development of assets

Bug Burger - Animated Film

Rigging Artist

- Created several rigs for vehicles in the film
- Provided and aided other 3D artist on technical problem on the film
- Communicated with main technical lead and 3D animators on any issues with the rigs