

ANTHONY RODRIGUEZ

3D Artist

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PROFESSIONAL SUMMARY

Computer Animation graduate with a comprehensive foundation in the 3D production pipeline, specializing in character modeling, animation, look development, lighting, and compositing. Skilled in developing high-quality assets, technical workflows, and delivering polished visual sequences across a wide range of production environments. Seeking to apply a versatile creative and technical skill set to contribute to dynamic teams, optimize workflows, and deliver compelling visual storytelling across multimedia platforms.

SKILLS

- **3D Production Pipeline:** Full-cycle experience in character modeling, look development, rigging, animation, cinematic lighting, and real-time rendering.
- **Compositing & VFX:** Scene tracking, live-action plate integration, 3D element compositing, and full CG scene assembly.
- **Technical Problem Solving:** Pipeline troubleshooting, workflow optimization, modular template structuring, and asset management.

EXPERIENCE

3D Artist & Founder

January 2021 - Present

Savage Labs Enterprise, Remote

- Engineered and optimized 3D character assets and motion graphics, utilizing various CG techniques to ensure seamless integration and technical alignment across multimedia production channels.
- Managed end-to-end production workflows for 10+ concurrent projects, troubleshooting pipeline issues to maintain 100% on-time delivery.
- Structured modular visual elements and reusable templates for efficient, scalable content production, reducing turnaround times for complex sequences.
- Executed delivery of 30+ high-quality creative assets under strict 48-hour deadlines, demonstrating strong time management and technical adaptability.

EDUCATION

Visual Arts Bachelor of Science with a Concentration in Computer Animation (B.S.)

• Full Sail University, Winter Park, FL
May 2026

- 3.92 GPA.

Associate of Applied Science with a Concentration in Computer Animation (A.A.S.)

• Full Sail University, Winter Park, FL
April 2025

- 3.97 GPA.

PROJECT LIST

Compositing Coursework

- Executed scene tracking and integrated 3D elements seamlessly into live-action plates using NukeX.
- Assembled and polished full CG scenes, balancing color, light, and depth of field for final render output.

3D Modeling Coursework

- Modeled several stylized characters and props in ZBrush, applying realistic materials and textures made with Adobe Creative Cloud products to enhance visual fidelity.
- Developed full scenes with proper look development and lighting setups to establish mood and atmosphere.

Animation Coursework

- Animated character walk cycles and full dynamic scenes, focusing on weight, timing, and fluid motion in Maya.
- Designed comprehensive lighting setups, including character, environment, and full scene lighting to elevate final composition in Unreal Engine.