



GRAHAM RUBIN

3D ARTIST
WWW.GSR3D.COM

CONTACT

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SOCIAL MEDIA

FACEBOOK: /GRAHAM.RUBIN.9
INSTAGRAM: @GRAM_SLAM
ARTSTATION: /GRAMSLAM3D

PROFILE

3D Artist skilled in both high and low poly workflows for optimization. Versed in creating stylistic and realistic textures/materials for real-time rendering. Over 6 years experience working in product creation/visualization with a team of artists and developers. Familiar with 3D printing workflows and proficient with a variety of 3D and 2D art programs.

SKILLS

- MAYA
- ZBRUSH
- XNORMAL
- ILLUSTRATOR
- PHOTOSHOP
- UV LAYOUT PRO
- 3D SCULPTING/MODELING
- TEXTURING
- 3D PRINTING
- SUBSTANCE SAMPLER
- MARMOSSET
- ANIMATION

EXPERIENCE

3D DESIGNER FOOTWEAR

VANS | FEB 2019 - CURRENT

- Create realistic 3D footwear models and renders for catalogs, presentations and marketing
- Support designers with 3D visualization for new concepts, ideas and experiments
- Use 3D renders for digital storytelling
- Help build out VANS 3D footwear library

SENIOR 3D SCULPTOR/DESIGNER

DISGUISE INC. | JUL 2015 - FEB 2019

- Create digital sculptures for masks, props and costume elements
- Work on licensed characters/products for many different companies
- Use 3D print technology to create in-house samples

DEPTH ARTIST

LEGEND 3D | NOV 2014 - FEB 2015

- Worked in a production pipeline converting movie footage from 2D to stereoscopic 3D

EDUCATION

BACHELOR OF SCIENCE, MEDIA ARTS AND ANIMATION
ART INSTITUTE OF CALIFORNIA, SAN DIEGO | 2010 - 2014
GRADUATED WITH HONORS