

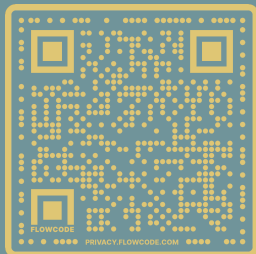


**Russell Griffith-Marlin**  
rigging artist

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w: r3drigs.com

## Software Knowledge

- Autodesk Maya
- NgSkinTools
- Marmoset Toolbag
- Substance Painter
- Unreal Engine
- ZBrush
- Photoshop
- Gaea
- Nuke
- Natron
- Houdini
- After Effects
- Premier Pro
- Davinci Resolve



## Social

LinkedIn - Russell Griffith-Marlin  
Artstation - r3drigs  
Instagram - r3d.rigs  
other - r3drigs.carrd.co

## Profile

LA based rigging artist developing quality rig systems to help artists bring their ideas to life to deliver quality rigs in a timely manner.

## Professional Experience

### - Freelance VFX Artist

#### - "Fiend" A Film by Geo Santini 2022- present

- Compositor for the entire project handling a collection of about 50+ fx shots.
- Using software like After Effects and Natron to handle files and layer clips of effects and elements such as muzzle flashes, debris hits, and layers of snow.
- As the only freelance VFX artist on the project I had to handle data management while retaining quality weekly turn ins to bring Geo's ideas into reality.

#### - "After the Reign" A Film by Geo Santini 2019-2020

- Compositor for the entire project handling a collection of about 134+ fx shots.
- Using software like Davinci Resolve, Natron, and Blender I was able to create a wide variety of effects and 3d sets for background greenscreen replacements. Working closely with the editor and director to bring this project.

#### - Video Editor for MSWorkouts 2022-present

- Completing weekly submissions of work out video edits for the MSWorkouts youtube channel.
- After the footage is created and sent to me I assembled the provided materials in a timely manner for a quick turn around and prep for the next weeks video.

### - Junior Compositor and Editorial

#### - Ingenuity Studios 2012-2014

- As a junior compositor I learned how to prepare shots using Rotoscope, keying, and creating elements required for the rest of the team to compile the final comp.
- Working as the inhouse editorial my morning tasks were to create the main edit and exporting of shots to distribute to the team while addressing questions from the morning reviews to create clear tasks for each artist.

#### - On set Production Assistant and Electrician 2012 - 2014 / 2018-2020

#### - Culinary Arts and Service Industry 2008-2012 / 2014-2019

References Available on Request

## Skills

- |                   |                       |                     |
|-------------------|-----------------------|---------------------|
| -Rigging          | -Basic Python         | -Problem Solving    |
| -Technical Art    | -Basic Mel            | -Time Management    |
| -Game Development | -Unreal Blueprints    | -Team Oriented      |
| -Animation        | -Animation Blueprints | -Organization       |
| -3D Generalist    | -Animation Tech       | -Project Management |
| -VFX Generalist   | -Game VFX             | -Communication      |

## Education

- **Gnomon School of Visual Effects, Games & Animation** – Bachelors in Fine Arts  
Los Angeles, California 2020-2023 3.7 GPA
- **Texas Culinary Academy Le Cordon Bleu**  
Austin, Texas 2008-2009