

Ray Sullivan

Creating games that inspire and give moments of happiness.

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Summary

Digital artist with a professional background in game development. I am extremely passionate about creating fun, unique experiences with Unity and Blender. I am growing as an artist everyday and trying to spread my knowledge and nourish my fellow artists as well. Excellent project management skills, open to feedback and always meets the deadline.

Experience

3D Artist and Developer

Rad Cats 📅2021-Ongoing

Rad Cats is an independent racing game currently in development

- Designed, modeled, rigged, and animated different characters with Photoshop, Blender, and Unity
- Designed and created several race courses including all environment art
- Scripted player script in C# to create working controls for the player

3D Artist and Developer

Chicken Escape 📅2022-Ongoing

Chicken Escape is an independent side scroller currently in development

- Designed, modeled, rigged, and animated main character with Blender and Unity.
- Environment modeling – rigging and scripting traps and obstacles
- Prototyped and designed 30 fully playable levels

Skills

3D Modeling Rigging

Animation Texturing Scripting

Level Design Character Design

Education

Game Art and Design (BAS)

SAE Expression College

📍Emeryville, CA

Strengths

Creative Solutions

Using artistic background and experience to deliver unique ideas and proposals, while still following the distinct artistic vision.

Time Management

I always ensure projects meet their deadlines through prioritization frameworks and techniques within my process.

Team Player

Empathetic to the needs of other team members and able to listen and learn from them. Able to contribute what I've learned and help others grow.

Software Proficiency

