



# Samuel Roberts

## 3D Rigging and Animation

[SamuelRoberts3D.wixsite.com/portfolio](https://samuelroberts3d.wixsite.com/portfolio)

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Detailed oriented and creative 3D artist with skills at collaborating with other artists and solving problems. Skilled in all aspects of the animation pipeline from animated projects to game design. Can provide feedback and progress on projects to create the desired final design. I have a passion for video games, animation, and creative arts, with a desire to learn more.

### Experience

#### 3D Artist

Personal / Freelance /  
Commission

- The Fold (band)
  - o Created 3D animated shots for LEGO Ninjago "Christmas Whip" music video.
- Generate 3D character models/rigs for VR/Live Stream avatars, and software character animation.
- Completed personal 3D projects and animations utilizing Maya Mental Ray / Arnold and Blender Cycles / Eevee.
- College courses in animation, rigging, graphic design, and more.

Jan 2018 – Present

#### Rigging Artist / Animator

Aviary Productions

- Create and modify the current player model rig in Blender as a control rig and root rig.
- Create rig setups for accessories like the backpack and gas mask.
- Animate player model to interact with accessories then imported into Unreal Engine 5.
- Clean up and modify rig for enemy characters like the Great Blue Heron rig.
- Create the rigging from scratch for the Fulmar enemy model.
- Communication between team members and departments.

Aug 2024 - Present

#### LEGO Assistant Master Model Builder

LEGOLAND DFW

- Pushing my creativity and imagination towards new builds and activities.
- Utilizing 3D software for mega models and designs
- Extraverted personality towards guests and team members
- Taking critique and feedback and applying it

Feb 2024 – Mar 2025

### Education



#### Rocky Mountain College of Art and Design

Bachelor of Fine Arts in 3D Animation

Graduated Feb 2023

### Software & Skills



BLENDER



UNREAL ENGINE 5



DAVINCI RESOLVE



MAYA



PHOTOSHOP



UNITY



AFTER EFFECTS



ADOBE PREMIERE



SUBSTANCE PAINTER