Riley Wood

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Profile

Motivated and dedicated worker, adept at learning new technology and skills. Talented problem solver with experience working on teams. Understands how to work in a production pipeline for games.

Skills

3D Modeling, Rigging, Animation (Blender)

3D Texture Art (Substance Painter, Substance Designer, Unreal Engine)

Technical Art (Unreal Engine)

Education

High School 2016 to 2021

Lakewood High School 2016-17

1 year graphic design class—Photoshop

Jefferson County open High School 2017-2021

2 years digital modeling class—Blender

Warren Tech 2019-2021

Game Development Program—2 years development experience

Relevant Experience

Sheep Game: Warren Tech Creative Jam Winner

I developed sheep game with three team members as a part of Warren Tech's creative jam. *Tools used: Blender*

Techno Towers: studio-gomp.itch.io/techno-towers

Techno Towers was made with 9 other students From Warren Tech. It started as a game jam, but continues to see development. Tools Used: Blender, Substance Painter, Unreal Engine, Git

Danger Rat: Ludum Dare 48: studio-gomp.itch.io/danger-rat

Danger Rat was Team Gomp's submission to Ludum Dare 48. Tools Used: Blender, Unreal Engine, Git

Trespasser: Unfinished 3:1 Games Project

Volunteer Work

Washington Heights Art Center 5/25/2016 to 10/18/2016

Teaching pottery and doing loom maintenance

Peaceful Valley Scout Ranch Summer 2019

Teaching Survival Skills