

# PHILIP RICCIUTI

774-502-9528 | PhilipRicciuti@outlook.com

[PhilipRicciuti.com](http://PhilipRicciuti.com)

[LinkedIn](#)

## SUMMARY

Motivated and detail oriented 3D designer with a strong background in product visualization, and CAD modeling with a BFA in 3D digital design.. Passionate about integrating traditional artistry with digital techniques to create compelling and refined designs. Proficient in industry standard software including Houdini, Blender, Fusion, Maya, and Photoshop. Seeking an opportunity to apply technical and creative skills in the development of 3D designs.

## EDUCATION

Rochester Institute of Technology

Rochester, NY

*Bachelor of Fine Arts - 3D Digital Design | Metals & Jewelry Design Minor*

*May 2025*

- Relevant Coursework: Modeling & Motion Strategies, Studio CAD Drawing, Project Planning & Production, 3D Motion Graphics, Jewelry Fabrication & Formation, Jewelry Casting, Technical Scripting, Computer Science I, Lighting Materials & Rendering, Advanced Compositing

## WORK EXPERIENCE

Freelance

Northborough, MA

*Freelance CGI Artist*

*June 2025 - Present*

- Successfully composited 3D digital assets into stills and videos in collaboration with photographers.
- 3D Modeled & textured 3D assets for use in photorealistic renders
- Lit, rendered and set up 3D scenes while matching lighting to to a professional level of accuracy for seamless 3d integration.
- Communicated with Photographers and worked in timely fashion while adhering to style guides

Rochester Institute of Technology

Rochester, NY

*Compositing & VFX Teacher's Assistant*

*January 2025 - May 2025*

- Provided creative and technical guidance to students, offering feedback on design choices, refining workflows, and troubleshooting complex visual and technical challenges.
- Assisted professor in evaluating class operations, scheduling, and project development.
- Conducted demonstrations and lectures on compositing, visual effects, lighting, and rendering techniques.

Autodesk

San Francisco (Remote from Massachusetts)

*Autodesk Ambassador*

*April 2024 - September 2024*

- Contributed to the development of Autodesk's Student Ambassador Program by providing feedback and shaping program values.
- Assisted in creating the program calendar, events, and social media hubs to enhance engagement with students.
- Participated in regular strategy meetings with Autodesk project leads.

## PROGRAMS

- |              |                     |                |                 |
|--------------|---------------------|----------------|-----------------|
| • Blender    | • Maya              | • Illustrator  | • InDesign      |
| • Houdini FX | • Unreal Engine 5   | • Premiere Pro | • Photoshop     |
| • Fusion 360 | • Substance Painter | • Nuke         | • After Effects |

## TECHNICAL SKILLS

- 3D & CAD Modeling: Hard Surface & Sub-D Modeling (Blender, Fusion, Maya)
- Rendering & Compositing: Product Visualization, Lighting, Texturing (Substance Painter, NukeX)
- Scripting & Optimization: Python Scripting for procedural workflows