

Ramon B. Medenilla Jr.

La Mirada, CA | (562) 204-4726 | ramonbmedenillajr@gmail.com |
Portfolio: <https://rjbmedenilla-del.github.io/Portfolio>

■ Education

Woodbury University – Burbank, CA
BFA, Game Art & Design — Woodbury University, Burbank, CA (coursework completed; degree pending internship, expected 2025)

■ ■ Relevant Coursework

3D Art Fundamentals, Environmental Art, Character Design & Sculpting, Lighting & Rendering, Rigging, 3D Cinematics, Game Animation, Game Engine Integration.

■ Software Experience

- 3D Art and Animation: Autodesk Maya, Motionbuilder, ZBrush, Substance 3D Painter, Marmoset Toolbag
- Design & Media: Photoshop, After Effects
- Others: Microsoft Word, PowerPoint, Lightroom Classic

■ 3D Animator | Generalist – (games, TV/cartoons, film/VFX)

Entry-level artist with strengths in keyframe animation, hard-surface/prop modeling, basic rigging, and PBR texturing. Comfortable in both real-time and offline pipelines; organized, feedback-driven, and deadline-reliable.

■ ■ Selected Projects

• Vestige Life – Prop Pack and Turntables (Maya, Painter, Toolbag)

Blockout → retopo/UVs → bake (normal/AO) → PBR textures; studio lighting and rendering

• Marvin the Jellyfish – 3D Character (Maya, Zbrush)

Concept Sculpt → retopo/UVs → texturing → rigging → studio lighting and rendering

• The Most Valuable Treasure – Animated Short (Maya)

Storyboard → keyframes → in-between frames → final composition

• The Amateur Spy – Animated Short (Motionbuilder)

Storyboard → assembled mocap takes → polished keyframes → final composition and rendering

• RM Studio – logo animation (Aftereffects)

Designed and animated logo sequence