

CRISCIA RINALDI

EXPERIENCE

Concept Artist | Route Of All Evil *(Jan 2025 - Present)*

Supported the 3D team by creating concepts for levels and props. Contributed to the level design in Unreal and provided 2D texture artwork.

Concept Artist | Halfmoon Interactive *(Dec 2022 - Nov 2024)*

Created level and prop concepts. Provided detailed guides for the 3D modelers. Led the visual development and constructed the team's style guide.

2D Asset Artist | LuxCor Studios *(Feb 2024 - June 2024)*

2D environment and prop artist. Created concepts and finished assets including backgrounds, props and decorations.
(Available on Steam!)

Concept Artist | Grocery Gauntlet *(Dec 2022 - Nov 2024)*

Contributed concept art for overall visuals, levels, and props. Created the style guide, UI / HUD work, and other 2D art assets. Also served the team as Art Director and Co-Producer.

2D Background Artist | Solaris Rift *(May 2020 - June 2021)*

Contributed concept art and background paintings for each level. Also served the team as Art Lead.
(Available on Steam!)

425.923.5456

criscia.rinaldi@gmail.com

crisciacoeryl.wixsite.com/crisciaportfolio

SKILLS

Concept Art
Visual Development
Prop / Set Design
Illustration
Architecture

TOOLS

Photoshop
Procreate
Maya
Unreal
Premiere

EDUCATION

DigiPen Institute of Technology 2019 - 2023

BFA in Digital Art and Animation

- Volunteer Student Leader
- Dean's List