

# CRISCIA RINALDI

## EXPERIENCE

### **Route Of All Evil** (Jan 2025 - Present)

#### *Concept Artist*

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

### **Halfmoon Interactive** (Dec 2022 - Nov 2024)

#### *Concept Artist*

Created concepts for objects, environments, and weapons. Provided detailed guides that inform modelers on construction, material, size, and color. Led the visual development and constructed the team's style guide.

### **LuxCor Studios** (Feb 2024 - June 2024)

#### *2D Artist*

2D environment and prop artist for "Oracle of Meles". Created concepts and finished assets including backgrounds, props and decorations. *(Available on Steam!)*

### **Grocery Gauntlet** (Dec 2022 - Nov 2024)

#### *Concept Artist*

Concept artist and art director for "Grocery Gauntlet", a DigiPen Institute of Technology game team project. Contributed concept art for overall visuals, levels, and props. And created the style guide, UI / HUD work, and other 2D art assets. Also served the team as Art Director and Co-Producer.

### **Solaris Rift** (May 2020 - June 2021)

#### *2D Background Artist*

Background artist for "Solaris Rift", a DigiPen Institute of Technology game team project. Contributed concept art and background paintings for each level. Also served the team as Art Lead. *(Available on Steam!)*

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## SKILLS

Concept Art

Visual Development

Prop / Set Design

Illustration

Architecture

## TOOLS

Photoshop

Illustrator

Premiere

Procreate

Maya

Unreal

## EDUCATION

### **DigiPen Institute of Technology**

2019 - 2023

BFA in Digital Art and Animation

-Volunteer Student Leader

-Dean's List

*\*References available upon request*