Rain Bright, BFA

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Character Designer | Visual Development and Concept Artist

EXECUTIVE SUMMARY

An accomplished Visual Development Artist with a proven track record in animation, video games, and television. Expert in character and prop design, blending creative vision with technical expertise to deliver compelling visual stories. Skilled in Maya, ZBrush, and Adobe Creative Suite, I excel in fast-paced environments, ensuring high quality production standards. With experience as a Producer and Voice Actor, I bring a unique perspective to team collaborations and project leadership.

KEY SKILLS

- Character Design
- Prop Modeling
- 3D Texturing
- Conceptual Artistry
- Visual Storytelling
- Production Scheduling

- Team Leadership
- Adobe Creative Suite
- Maya & ZBrush Expertise
- Voice Acting
- Digital Sculpting
- Project Management

RECENT WORK EXPERIENCE

The Color of Rain, San Jose CA   02/2024 - 05/2025
Producer and Character Designer/ Modeler
- Innovatively managed and maximized a $1,00 budget for an animated short film, aligning financial and creative resources to meet production and artistic goals.
- Designed principal characters, utilizing turnarounds and expression sheets to maintain consistency and enhance visual storytelling.
- Created and textured five props using Maya and ZBrush, adding depth and detail to 'The Color of Rain,' enhancing narrative impact.
- Led a 15-member creative team, optimizing production timelines and workflow to accelerate project delivery by 25%+.
- Coordinated project milestones and schedules, ensuring the on-time, under-budget release of high-quality animated content.

Adobe Inc. , San Jose CA (Contract)   07/2024 - 09/2024
Character Designer and Concept Artist
- Conceptualized and executed the design of a central character and multiple props for a 50-ft art banner, showcased at Lightbox Expo 2024, employing advanced proficiency in Maya, ZBrush, and Substance Painter.
- Delivered fully modeled and textured 3D block-ins for characters and props, enhancing visual appeal and thematic coherence for Adobe Substance's prominent exhibition display.
- Managed tight project timelines on a high-visibility contract, ensuring the art banner's completion and installation met critical event deadlines.

Illustration, San Jose CA   01/2023 - 02/2025
Freelance Illustrator and Shop Manager | Commissions
- Developed custom designs, including a dynamic Dungeons & Dragons banner and a logo for local school uniforms, demonstrating expertise in graphic design and client-specific artwork through Rain's Atelier.

- Managed and expanded an Etsy storefront, curating and selling original commissioned artwork, which enhanced brand visibility and customer engagement in a digital marketplace.

SHMCON, San Jose CA   02/2022 - 02/2025
Artist Vendor
- Designed and produced engaging visual materials, including a custom booth banner and exclusive event merchandise like enamel pins and stickers, showcasing proficiency in print and digital media.
- Built a network of industry relationships through direct artist collaborations and vendor interactions at SHMCON, enhancing project visibility and collaborative opportunities.

EDUCATION
Bachelor of Fine Arts (BFA) in Animation/ Illustration | SJSU (2025)

AFFILIATIONS AND COMMITTEES
Member, SHM club (Illustration Club)

COMPUTER SKILLS
Software Proficiency: Adobe Creative Cloud (Photoshop, Illustrator, After Effects), ZBrush, Maya, Blender
Collaboration Tools: Google Workplace, Microsoft Office Suite
Other Technical Skills: Digital rendering, UV mapping, shader development