

# Ryan Hill

## Rigging Artist | 3D Modeler

[rdhill36@gmail.com](mailto:rdhill36@gmail.com) | [ryanhillwork.com](http://ryanhillwork.com) | [linkedin.com/in/ryan0hill](https://linkedin.com/in/ryan0hill)



### Professional Summary

Junior 3D artist specializing in modeling and rigging characters, props, and creatures. Has worked on several student films currently making festival runs, collaborating with animators and leads to meet unique technical and artistic needs. Has a track record of proactively identifying and troubleshooting technical challenges and solving complex problems during production.

### Experience

- **Independent Rigging Artist, Modeler, Mebane, NC**  
November 2024-Present

Creating rigs and models for personal and collaborative projects, including creatures, human characters, and props. Writing Python scripts to automate complex and/or repetitive rigging tasks. Conducting research and experimenting to adopt new techniques and expand skillset.

- **Fairy Play - Rigging Artist, Atlanta, GA**  
March 2024-November 2024

Rigged 2 characters and a dress, coordinated with director and rigging lead to address animation needs. Revised work quickly based on feedback and changing requirements. Researched and experimented to determine the best rig setups based on the project. Wrote Python scripts to automate repetitive tasks.

- **Dahlia - Rigging Artist, Cloth Simulation, Atlanta, GA**  
November 2023-May 2024

Set up major character rig with emphasis on facial performance and Unreal compatibility, simulated and sculpted cloth in 45% of shots. Communicated directly with animation lead to accommodate animators' needs and provided prompt revisions based on feedback.

- **ZERK - Lead Rigging Artist, Atlanta, GA**  
April 2023-March 2024

Built 3 character rigs for film rendered in Unreal Engine 5, managed revisions of 3 additional ingested rigs, sculpted corrective shapes, handled troubleshooting of technical problems, coordinated with other leadership to meet evolving production needs.

### Key Skills

#### Technical

Character rigging  
3D modeling  
Python scripting  
Cloth simulation  
Texture painting

#### Software

Autodesk Maya  
Zbrush  
Maya nCloth  
Unreal Engine  
3D Substance Painter

### Education

#### Vertex School

September 2025-Present

Game Artist Program  
Character Art Track

#### Savannah College of Art and Design 2024, Atlanta, GA

B.F.A. in Animation  
Technical Animation Concentration  
Summa Cum Laude

#### Duke University

2020, Durham, NC  
B.A. in Computer Science, Visual Art  
Cert. in Arts of the Moving Image  
Cum Laude

### Film Awards/Recognitions

- **ZERK (Lead Rigging Artist):**

- Winner, "Best Animation North American", Alternative Film Festival, 2025
- Winner, "Best Narrative Short - Animation", Baltimore International Black Film Festival, 2024
- Official Selection, Atlanta Underground Film Festival, 2025
- Official Selection, AfroAnimation Indie Short Film Awards, 2025
- Official Selection, ASIFA-East Animation Festival, 2025

- **Fairy Play (Rigging Artist):**

- Official Selection, Out on Film Festival, 2025

- **Dahlia (Rigging Artist, Cloth Simulation):**

- Official Selection, Cinequest Festival, 2025
- Official Selection, SCAD Animation Festival, 2024