

# DANIEL RAGATZ

## WEBSITE, PORTFOLIO, PROFILES

- <https://rapshazel.artstation.com/>
- <https://www.linkedin.com/in/trey-ragatz-a4803b142/>

## PROFESSIONAL SUMMARY

A highly detail oriented 3D Character Artist and 3D Generalist, that can work anywhere in the 3D modeling pipeline. Specializing in providing high-end 3D renderings and character/creature design and concepts. With experience in the video game character design space, and a depth of knowledge of the latest industry tools and techniques. Searching for industry internships and job opportunities to work with talented and capable teams to bring memorable characters to life.

## SKILLS

- |                     |                        |                        |
|---------------------|------------------------|------------------------|
| • Maya              | • Character Design     | • Character Design     |
| • Substance Painter | • Line Art             | • Line Art             |
| • 3DCoat            | • Digital Illustration | • Digital Illustration |
| • Zbrush            | • Adobe Photoshop      | • Adobe Photoshop      |
| • Clip Studio Paint | • Character Design     |                        |
| • Creative Design   | • Line Art             |                        |
| • Project Design    | • Digital Illustration |                        |
| • UV Layout         | • Adobe Photoshop      |                        |

## WORK HISTORY

### CHARACTER ARTIST 05/2022 to Current

#### Phase 2, Detroit, MI

- Used Maya and Zbrush to create characters with full range of emotions and movement
- Partnered with engineers and technical artists to define and improve animation process.
- Studied topology to achieve desired rendering and deformation results.
- Modified and optimized characters based on subject matter expert feedback, animation specifications and technical constraints.

### LEAD CHARACTER ARTIST 05/2022 to 10/2022

#### Nameless Games, Detroit, MI

- Adapted to specific visual styles common in game production.
- Animated characters using key frame and motion capture techniques.
- Partnered with engineers and technical artists to define and improve animation process.

### 3D ARTIST 04/2022 to 06/2022

**Project Hope: Creative Revolution**, Detroit, MI

- Worked with other artists, animators, and programmers to execute projects on time and within budget constraints.
- Interpreted concept art and sketches to create innovative virtual characters, environments and props.
- Conducted modeling and texture optimization for real-time 3D game applications.

**CAREGIVER** 01/2013 to 12/2019

**GT Independence** , Lansing, MI

- Assisted with dressing guidance, grooming, meal preparation and medication reminders.
- Assisted clients with daily living needs to maintain self-esteem and general wellness.
- Built strong relationships with clients to deliver emotional support and companionship.
- Cleaned house, ran errands, managed laundry and completed weekly grocery shopping.

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**EDUCATION**

**College For Creative Studies**, Detroit, MI

**Bachelor of Arts**, Entertainment Arts, 12/2022