



RACHEL ROHE

3D Artist



Minneapolis, Minnesota



raerohe@gmail.com



rachelrohe.com

TECHNICAL SKILLS

MODELING

Maya

ZBrush

TEXTURING

Substance Painter

Mudbox

Mari

COMPOSITING

Nuke

After Effects

RENDERING

VRay

Redshift

Arnold

ADOBE

Photoshop

After Effects

GAME ENGINE

Unity

WORK EXPERIENCE

PIXEL FARM JUNIOR CG ARTIST

February 2022 - present

Model, texture, light, render, and composite 3D animation.

Composite CG and live-action footage. Work with other artists, as well as project managers and clients.

GASKET STUDIOS LOOK ARTIST

February 2020 - February 2022

Handle compositing, lighting, and texturing for client projects. Manage the render farm. Model 3D assets and animate when necessary. Work cooperatively alongside the other members of the Gasket team.

GASKET STUDIOS INTERN

Summer 2019

Assist the team with client projects when needed. Work on projects to develop my skills alongside experienced mentors. Work with 3D modeling, texturing, lighting, rendering, and compositing, as well as some 2D illustration..

ACTIVITIES&POSITIONS

MINNESOTA ELECTRONIC THEATER

JUROR 2021

Judge animation submissions to the Minnesota Electronic Theater's annual show. Use professional knowledge of animation to help assign awards and honors.

GAME DEVELOPERS CONFERENCE

CONFERENCE ASSOCIATE 2019

Assist conference attendees. Work at information counter, badge attendees into events, control lines, and prep speakers. Collaborate with other conference associates to improve conference.

EDUCATION

University of Wisconsin - Stout

MAJOR Entertainment Design - Animation

MINORS English Writing, Art History

HONORS COLLEGE