

John Ruiz

3D Artist

Highly experienced 3D Artist specializing in hard surface and environment modeling, texturing, and high-quality asset creation. Skilled in Maya, ZBrush, and Substance Painter, with a proven track record of delivering optimized, visually engaging 3D content for VR, MR, and simulation projects. Adept at working collaboratively to meet deadlines while maintaining precision and performance standards.

WORK EXPERIENCE

Lead 3D Artist

January 2019 – Present

Not Suspicious LLC, Orlando, FL (Remote)

Tablecraft (VR) Unity

- Directed the 3D asset pipeline for Unity-based VR projects, creating modular and optimized assets for seamless integration.
- Delivered detailed hard surface and environment models, including interactive props and animated characters, while meeting strict performance constraints for Quest devices.
- Defined and implemented visual styles in collaboration with concept artists, ensuring a cohesive art direction and enhancing user immersion.
- Enhanced interactivity with custom VR features, including unique grab poses and animations.
- Optimized production workflows to streamline asset creation and meet tight deadlines.

3D Image Surgery Technician

September 2024 – Present

Stryker, Weston, FL

- Processed 2D orthopedic images into 3D surgical models to support precision in medical procedures.
- Delivered high-quality visualizations under tight deadlines, enhancing surgical planning accuracy.

3D Artist (Part-Time)

November 2024– Present

Formed For LLC, Los Angeles, CA (Remote)

- Modeled, sculpted, and textured high-poly models based on AI-generated concepts, to scale.
- Collaborated with clients to deliver detailed, print-ready designs that meet precise specifications.

3D Artist

August 2017 – December 2018

Suspicious Box, Orlando, FL

- Modeled 3D assets and environments for "Liminal" and "Great Emu Wars" in Unreal Engine, aligning with the established art style.

EVENT EXPERIENCE

META Hackathon

April 2024

META Office Hudson Yards, NYC

Airpace Defender

- Worked as a 3D artist and game designer in a team of 4 to produce a mixed-reality experience on Quest 3 with retro/tron-like aesthetics in 3 days.

CONTACT

- 954-383-8957
- john2ruiz@gmail.com
- Pembroke Pines, FL

LINKS

- [Portfolio](#)
- [LinkedIn](#)
- [Youtube Not Suspicious](#)

SKILLS

Technical Skills

- Maya
- Zbrush
- 3DSMax
- Substance Painter
- Substance Designer
- Adobe Creative Suite
- Marmoset Toolbag
- Perforce
- Midjourney
- Fusion 360
- Unity
- Unreal
- Github

Soft Skills

- Team Leadership
- Collaboration
- Project Management
- Communication

EDUCATION

University of Central Florida
MS in Interactive Entertainment
Orlando, FL - December 2019

Florida Atlantic University
BS in Multimedia Studies
Boca Raton, FL - December 2015

SHIPPED TITLES

- Airspace Defender (10/18/2024)
- Tablecraft (Meta) TBD
- Liminal (Steam) 2018
- Great Emu Wars (Steam) 2018

INTERESTS

- Health & Fitness
- Guitar
- Culinary Skills