

RALPH ROMA

XR Design | 3D Generalist

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| WORK EXPERIENCE |

Freelance, XR Designer | Consultant — *New York, NY*

JUN 2022 - PRESENT

As an XR Design Consultant, I leverage my expertise to assist R&D teams in developing cutting-edge XR prototypes. I also streamline the creation of sustainable art pipelines, ensuring seamless collaboration between in-house teams and outsourced 3D artists and designers.

Kitbash3D, Ambassador — *Remote, USA*

April 2021 - PRESENT

I provide support to KitBash's internal team by reviewing asset kits in Maya, Unreal Engine, and Unity, identifying issues that need fixing and providing feedback. Additionally, I have contributed to testing their Kitbash Cargo Marketplace.

SCAD, Alumni Mentor — *Savannah, GA*

OCT 2021 - PRESENT

As a participant in the Game Development program focused on AR/VR experiences, I was chosen as an Alumni Mentor. This role allowed me to be a speaker and offer mentorship to current game development students.

Magnopus, 3D Artist/Generalist — *Los Angeles, CA*

JULY 2017 - April 2021

As a 3D Artist and Generalist, I've contributed to pioneering XR R&D projects and with renowned entities like Pixar, Disney, Expo 2020 in Dubai, and Meta Reality Labs.

My expertise encompasses 3D modeling of props and environments in Maya or ZBrush, UV layout, high to low poly baking, texturing, optimization, and integration within game engines.

| EDUCATION |

Savannah College of Art & Design (SCAD), Savannah, GA BFA in *Interactive Design & Game Development*

SEP 2014 - JUN 2018 | (GPA 3.7 - MAGNA CUM LAUDE)

Circuit Stream, Online *XR Design and Prototyping Course*

JUN 2021 - AUG 2021

| SKILLS |

- 3D Scene & Asset Creation
- Asset Implementation
- High to Low Baking
- Game engine support
- Material & Shader Creation
- Project Onboarding
- Prototyping for XR
- Python & C# Scripting
- Retopology
- Optimization
- UV Layout
- Visual Scripting
- Documentation
- Establish Visual Art Style

| SOFTWARES |

- Adobe Substance
- Autodesk Maya
- Blender 3D
- Bezi
- Figma
- GitHub
- Lens Studio (Snap inc.)
- Reality Composer (Apple)
- Shapes XR
- Spark AR (Meta)
- Unity 3D
- Unreal Engine 4 & 5
- ZBrush