Rin Richardson

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3D Artist | CEO of Unnamed Composition LLC | Game Asset Specialist | Toy and Promo Render Expert

Innovative and detail-oriented 3D Artist with over 15 years of experience creating high-quality models, textures, and promotional renders for games, toys, and entertainment IPs. Proven ability to deliver visually compelling assets that meet strict production deadlines, enhance brand visibility, and engage audiences worldwide. Skilled in collaborating across multidisciplinary teams and translating creative briefs into polished, production-ready work. Artwork featured in Toy World Magazine, The New York Times, showcased at New York Toy Fair and San Diego Comic-Con, and integrated into top-grossing games and licensed film promotions. Manages dozens of artists creating 3D assets for top gaming platforms as Founder and CEO of Unnamed Composition LLC.

Areas of Expertise

3D Modeling | Texturing | Lighting | Rendering | Maya | GIMP | Microsoft Office | Adobe Creative Suite | Prop & Environment Design | Promotional Art | Toy Packaging | Intermediate Rigging

Professional Experience

Unnamed Composition LLC **2025 - Present**

Chief Executive Officer (Full Time)

Founded and leads a 3D game asset studio specializing in avatars, accessories, and digital content for major gaming platforms, overseeing production pipelines and artist teams to deliver high-quality assets at scale.

- Manages and directs a team of 3D artists, ensuring consistent quality, efficient workflows, and on-time delivery across multiple concurrent projects.
- Oversees the creation of avatars, accessories, and game-ready assets for various gaming platforms, maintaining alignment with platform standards and audience trends.
- Established a cross-platform presence on Second Life, VRChat, IMVU, Zepeto, and Roblox, delivering tailored 3D assets that align with each platform's technical requirements and user expectations.
- Developed production pipelines and asset guidelines to streamline collaboration and improve output consistency across teams.
- Drives business growth through client relations, team expansion, and scalable content production strategies.

Jazwares **2022 - 2025**

3D Artist (Full Time)

Created 3D assets, promotional renders, and packaging art for licensed toy lines, mobile/PC games, and entertainment IPs, collaborating closely with art directors and marketing teams.

- Designed and modeled high-quality 3D assets, including characters, environments, and props, for top performing games and licensed toy lines.
- Created promotional renders and packaging art contributing to increased product visibility at major conventions including NY Toy Fair (2025) and San Diego Comic-Con (2023).
- Produced digital promotional items for high-profile film releases (Smurfs, 2025; Godzilla x Kong, 2024) viewed by millions globally.
- Artwork featured in Toy World Magazine (Royale High, May 2024).

- Collaborated with cross-functional teams to deliver assets for toy lines including DevSeries, Cobra Kai, Royale High, and Adopt Me!, meeting all deadlines ahead of schedule.

Yellowbrick / NYU Tisch Animation Industry Essentials **2024**
Speaker (Contract)
Contributed professional expertise as a featured industry artist in a global online course.
- Featured 3D Artist in Module 4: The 3D Animation Pipeline, educating aspiring animators on industry workflows.
- Delivered expert insight to a global audience, helping students understand the practical applications of 3D asset creation.

Twin Atlas **2022 – 2023**
Game Artist (Contract)
Modeled and textured 3D props and game assets for the MMORPG World Zero.
- Modeled and textured props and game assets, enhancing visual fidelity and gameplay immersion.
- Produced promotional renders used in marketing campaigns that helped boost player engagement.

CUDO **2022**
3D Modeler (Contract)
Delivered props and environment assets for game development projects.
- Developed 3D assets and prop models for game environments, meeting all project specifications and deadlines.
- Applied stylized texturing techniques to enhance player immersion.

Roblox Corporation **2018 - 2021**
3D Modeler (Contract)
Created characters, props, and environments for multiple Roblox experiences, including licensed collaborations with Doctor Who and Next Gen.
- Selected for Roblox UGC Creator Program, releasing items purchased by hundreds of thousands of players.
- Designed toy packaging and promotional art for Roblox Toys & Marketing (2018–2021), driving strong retail presence.
- Work featured by CNBC (2020) and The New York Times (2021) for contributions to the platform's creative economy.
- Contributed to major in-game events including Pizza Party (2019) and the Rthro Avatar Launch (2018).

IMVU **2018 - 2019**
3D Modeler (Contract)
Designed interactive 3D content for the IMVU Creator Program.
- Designed and textured interactive 3D props and assets for the IMVU Creator Program, improving platform asset diversity.
- Delivered production-ready assets on tight timelines with zero revision cycles.

Maker Studios **2015 - 2017**
YouTube Partner (Contract)

- Produced original animated content including the 3D Thursdays pilot and Anansi: The Keeper of Stories CG animatic.
- Secured sponsorship from Maker Spark and Disney XD.

Self Employed **2010 - 2016**
3D Modeler (Full Time)

- Created custom 3D characters, props, and renders for independent game developers and animation studios.
- Delivered high-quality designs ensuring excellent client satisfaction rates.

Education

Bachelor of Arts (BA), Animation – Regent University

Maya Workshop & Character Animation Basics – Animation Mentor

Intro to Maya, Intro to 3D Modeling, & Intro to Rigging – AnimSchool