

ROBERT KEVIN RIVAS

Artist / Designer / Creator

<https://kevinrivas.pro>
robertkevinrivas@gmail.com
972-974-7476

PROFESSIONAL SUMMARY

Accomplished multi-media designer with 20+ years of experience delivering impactful visual solutions across a diverse range of industries.

Proven ability to conceptualize, design, and execute visually stunning materials that effectively communicate brand messages and drive engagement. Proficient in Adobe Creative Suite along with Autodesk Suite and am adept at collaborating with cross-functional teams to meet tight deadlines and exceed client expectations. Passionate about the latest design trends and utilizing innovative techniques to create visually compelling and memorable work.

WORK EXPERIENCE

Creative Director

Dallas Logo Design Co. - Flower Mound, TX

- Lead a team of graphic designers and developers in the creation and execution of visual concepts for various marketing campaigns
- Demonstrated expertise in Adobe Creative Suite (Photoshop, Illustrator, After Effects) to create visually compelling designs and motions graphics
- Oversaw the entire creative process from concept development to final production to ensure quality deliverables
- Provided art direction and guidance to various types of designers, and other creative professionals
- Developed new client relationships and maintained key client accounts, resulting in repeat business and referrals for logo branding, website design, and digital marketing

Art Director

Red Knight Learning Systems - Richardson, TX

- Worked with 3ds Max and Unity Engine to create multiple products including mobile applications and a virtual reality learning experience
- Demonstrated expertise in Adobe Creative Suite (Photoshop, Illustrator) to create visually compelling designs
- Led a team of graphic designers and copywriters in the creation and execution of visual concepts for various projects
- Collaboratively worked with UX/UI designers on wireframing user-friendly interfaces
- Managed multiple projects simultaneously, ensuring adherence to deadlines and budget constraints

Senior 3d Artist / Design Director

Playnet Inc. - Bedford, TX

- Created highly detailed and realistic 3D models for use in online video games (MMORPG)
- Collaborated with team leaders and designers to understand project requirements and translate them into visually stunning 3D designs
- Utilized industry-standard software such as Autodesk 3ds Max, Maya, and Blender to create complex models, animations, and visual effects
- Worked closely with programmers to integrate assets into the Unity game engine for online play
- Optimized models for real-time rendering engines while maintaining high-quality visuals
- Implemented rigging and animation techniques to bring characters and objects to life in interactive experiences
- Developed textures, materials, lighting setups, and shaders to enhance the realism of in-game models

3D Artist / Animator Flight Safety International - Arlington, TX

- Developed textures, materials, lighting setups, and shaders to enhance the realism of rendered scenes
- Created highly detailed and realistic 3D models for use in applications and pre-visualizations
- Designed visually appealing user interfaces (UI) for software applications (walkarounds / virtual flight check lists)
- Collaborated closely with UX developers throughout the design process
- Worked closely with programmers to integrate assets into virtual platforms

EDUCATION

Bachelor of Arts in Multimedia and Animation

South University - The Art Institute of Dallas - Dallas, TX

Skills & Software

- Logo Design / Brand Design / Graphic Design
- WordPress Design and Development
- User Experience (UX) / Interface Design
- Video Editing / Motion Graphics
- Website Development (Java, HTML)
- 3d Modeling and Animation
- Adobe Creative Suite
 - Adobe After Effects
 - Adobe Premiere
 - Adobe Illustrator
 - Adobe Photoshop
 - Adobe InDesign
 - Adobe Dreamweaver
- Autodesk Suite
 - 3ds Studio Max
 - Maya
 - Mudbox
- UNITY Game Engine / Editor
- Blender