Riley Brown

3D Artist | Video Producer | Creative Team Lead

CONTACT

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LinkedIn
https://rileyb3d.com/portfolio

SUMMARY

Creative generalist working across 3D, video, design, and education. 18 years of experience with Blender, with professional work spanning product visualization, technical animation, game environments, and video production. Experienced in leading artists and taking projects from an initial idea through the final render or edit.

WORK EXPERIENCE

Contracted Producer, Blender Guru & Poliigon
2025 to 2026

- Wrote, produced, and edited Blender Guru videos and the paid Beginner's Academy course.
- Created educational content that explains 3D workflows through clear instruction and practical projects.

Freelance 3D Artist & Video Producer, Independent
2015 to present

- Produce product renders, animation, game assets, and video for brands and channels including Real Engineering and Infinite Biosphere.
- Create Blender tutorials and develop assets and tools for artists and independent game developers through rileyb3d.

3D Generalist Team Lead, Malouf Companies
2018 to 2023

- Led in-house and remote 3D artists producing the company's 3D content.
- Created furniture and product visualizations and animation for product presentation and marketing.

Design Manager, Outdoor Vitals
2016 to 2018

- Created design, photography, and video content for an outdoor gear startup.

SKILLS

3D modeling
materials
lighting
rendering
product visualization
technical animation
game props and environments
writing
video production
editing
sound design
photography
creative team leadership
Blender (18 years)
Unreal Engine
Godot
DaVinci Resolve
Adobe creative software