RILEY BROWN

3D Artist | Video Producer | Creative Team Lead

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PROFILE

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.

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 ControlByWeb, 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.

CREATIVE & TECHNICAL SKILLS

3D modeling, materials, lighting, rendering, product visualization, technical animation, game props and environments, writing, video production, editing, sound design, photography, and creative team leadership.

Software: Blender (18 years), Unreal Engine, Godot, DaVinci Resolve, and Adobe creative software.