



RILEY STRUMPF
ENVIRONMENT & LIGHTING ARTIST

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EDUCATION

Bachelors of Fine Arts | 2022 - 2026

The Savannah College of Art and Design, Savannah GA

- GPA: 3.77

WORK EXPERIENCE

VFX Compositing Intern | June - September 2022

BotVFX, Alpharetta, GA

- Assisted in the development of visual effects (VFX) on various film and TV projects.
- Worked in Nuke, Photoshop and After Effects to assist in live action compositing productions.

Cashier | January 2018 - June 2022

Publix Supermarket, Johns Creek, GA

- Assisted customers with purchasing and bagging their groceries.
- Maintained a welcoming and positive demeanor with customers, colleagues, and supervisors.

PROJECT EXPERIENCE

Beyond the Canvas | 2025 - 2026 Academic Year

Lighting & Environments, VFX Studios 1 & 2

- Developed a thorough pipeline between Houdini and Blender for large terrains.
- Created procedural realistic landscapes with accurate PBR based materials.

Riders | January - April 2024

Modeling & Surfacing, Student Film

- Assisted in modeling multiple background and hero assets.
- Surfaced several hero assets for production.

SKILLS

Software Skills

Blender, Houdini, Maya, Substance Painter, Photoshop, After Effects, Nuke, Davinci Resolve/Fusion

Technical Skills

Lighting, surfacing, modeling, environment design, layout, look development, procedural modeling

Professional Skills

Communication, teamwork, time management, project management, problem solving, adaptability

NOTABLE AWARDS

- Dean's List, The Savannah College of Art and Design, 2022-2026
