



RILEY STRUMPF

ENVIRONMENT & LIGHTING ARTIST

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EDUCATION

Bachelor of Fine Arts | 2022 - 2026

The Savannah College of Art and Design, Savannah GA

WORK EXPERIENCE

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 | September 2025 - May 2026

Short Film

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

Riders | January - April 2024

Short Film

- Assisted in modeling multiple greebled buildings and HERO assets.
- Surfaced multiple HERO assets in Substance Painter.

The Boogeyman | August - September 2022

Feature Film

- Worked on paint-out of trackers along with roto for set extension.
- Maintained consistent communication with team members to refine shots and meet deadlines.

SKILLS

Software Skills

Blender, Cycles, Houdini, Solaris, Maya, Arnold, Substance Painter, Photoshop, Nuke, After Effects, Davinci Resolve

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
- Magna Cum Laude, The Savannah College of Art and Design, 2026