



Anthony Rodriguez

3D Artist | Computer Animator

SavageLabs.io | [Linkedin.com/in/savagerender](https://www.linkedin.com/in/savagerender)

Computer Animation graduate with hands-on experience creating 3D characters, environments, animations, and visual effects. Skilled in Blender, Maya, ZBrush, Nuke, and Adobe Creative Cloud. Passionate about bringing ideas to life through storytelling, animation, and high-quality visual content.

Skills

- 3D Production Pipeline: Full-cycle experience in character modeling, look development, rigging, animation, cinematic lighting, and real-time rendering.
- Compositing & VFX: Scene tracking, live-action plate integration, 3D element compositing, and full CG scene assembly.
- Technical Problem Solving: Pipeline troubleshooting, workflow optimization, modular template structuring, and asset management.

Experience

2021 - Present

Founder & 3D Artist

Savage Labs VFX Studios

- Engineered and optimized 3D character assets and motion graphics, utilizing various CG techniques to ensure seamless integration and technical alignment across multimedia production channels.
- Managed end-to-end production workflows for 10+ concurrent projects, troubleshooting pipeline issues to maintain 100% on-time delivery.
- Structured modular visual elements and reusable templates for efficient, scalable content production, reducing turnaround times for complex sequences.
- Executed delivery of 30+ high-quality creative assets under strict 48-hour deadlines, demonstrating strong time management and technical adaptability.

Project List

Live Action Composite

- Executed scene tracking and integrated 3D elements seamlessly into live-action plates using NukeX.
- Assembled and polished full CG scenes, balancing color, light, and depth of field for final render output.

3D Modeling Project

- Modeled several stylized characters and props in ZBrush, applying realistic materials and textures made with Adobe Creative Cloud products to enhance visual fidelity.
- Developed full scenes with proper look development and lighting setups to establish mood and atmosphere.


Character Animation Sequence

- Animated character walk cycles and full dynamic scenes, focusing on weight, timing, and fluid motion in Maya.
- Designed comprehensive lighting setups, including character, environment, and full scene lighting to elevate final composition in Unreal Engine.


Certificates


- Leadership Mindsets
- Developing a YouTube Strategy
- Intro to NFT's: Non-Fungible Tokens
- Graphic Design
- Cert Prep FAA 107 Commercial Drone License
- Blockchain: Beyond The Basics
- Typography
- Cybersecurity for Small and Medium Businesses
- How Blockchains Will Change Business


Contact


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 /savagerender

 @savagerender

 SavageLabs.io

Education

2026

Bachelor of Science in Visual Arts
Concentration in Computer Animation

Full Sail University

3.92 GPA

2017

Real Estate Sales Assoc. License

Real Estate Express | McKissock Co.

2011

Cosmetology License

Manhattan Hairstyling Academy

Technical Skills

Software:

- Blender
- Maya
- ZBrush
- Nuke
- Photoshop
- After Effects
- Unreal Engine

Specialties:

- Character Modeling
- Animation
- Lighting
- Compositing
- Look Development
- Motion Graphics
- Rendering

Language

English

Spanish