

Rea Goldson

Designer and 3D Modeler

(770) 885-5002
reagoldson@gmail.com

EXPERIENCE

RLS Film LLC, Remote — Art Director and Environment Artist

January 2021 - PRESENT

Developed early concept art for all sets and characters; supervised and unified the art style for characters, props and environments; modeled, textured, and look-developed the environments.

Emblematic Studios, Remote — CG Hair Stylist

September 2020

Worked alongside Nonny De La Peña and Joel Ford to style and sculpt multiple hair pieces to be used in the GCDS virtual fashion show.

Double Eye Studios, Remote — Lead Character Designer

February 2020 - September 2020

Created 3D avatars to be used in FINDING PANDORA X, a VR Broadway production, which won awards at both the Venice Film Festival and SXSW.

Nice Shoes LLC, New York — Junior Designer

May 2019 - October 2019

Worked beside Tom Westerlin to create web AR apps and pitch demos to galleries across Manhattan.

EDUCATION

School of Visual Arts, New York — BFA Computer Arts

September 2015 - May 2019.

PROJECTS

Kiddo's Demon — Thesis

Focus: Cinematography and real-time particle design.

Challenges: Motion capture cleanup and cloth simulation.

SKILLS

Modeling/Sculpting

Texturing

Set Dressing

Environmental Design and
Early Concept Art

Web AR Coding C#

AWARDS

**Best VR Immersive User
Experience** Venice Film
Festival 2020 VR Expanded

Best Interactive XR XRMust
XR Awards 2020

Audience Award SXSW Film
Festival 2021

SOFTWARE

Maya, Zbrush, Substance
Suite, Unity, Unreal and
Blueprints, Marvelous
Designer, Motion Builder,
Adobe Premiere, After Effects,
and Photoshop, Visual Studio,
Github, Source Tree