

LIAM ALEXANDER RINAT

510 325 7359 // liam.alexander.rinat@gmail.com

EXPERIENCE

Tippett Studios // Concept/Story Artist

July 2018 - September 2018

Created sequential drawings and key art for high-end visual effects used in Immersive Ride Experiences, VR and Film.

Nifty Games // Artist/Creative

April 2018 - March 2019

Assisted with the creative direction alongside executive team for various assets including web, brand, and mobile gaming.

Madefire Studios // Production Artist

July 2017 - April 2018

Created concepts, and designs for narrative projects across various mediums including (but not limited to) - VR/AR/MR, comics, film and games. Participated in creative meetings, and assisted engineers by creating and compiling assets in 3D/VR.

California College of the Arts // Faculty

July 2017 - August 2017

Assistant teacher in the 'Pixar @ CCA, New Voices in Animation' storytelling intensive summer course.

Portola Plush Co. // Lead Artist/Illustrator

May 2017 - January 2019

Worked on concepts for original toy designs, created artwork for packaging, characters and general creative.

Pixar Animation Studios // Art Intern

June 2016 - August 2016

Created original artwork/graphics/typography for the award winning feature film Coco. Artwork/graphics/typography used in the final film across multiple departments, such as sets and characters.

EDUCATION

Rhode Island School of Design

BFA Illustration

degree received June 2017, GPA 3.7

Honors Student

Rhode Island School of Design

Spring 2015

SKILLS

Concept Art VR/AR/MR Design Graphic Design Illustration Story Art
MS Office Adobe CC Sketch Up Film/Video Traditional Media