

CAI RITTER

A R T + D E S I G N

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📍 Vancouver, BC - CA/USA Citizen

🌐 cairitterart.com



A designer with a passion for science and technology. Studied art for most of my life, and enthusiastically take in new media and workflows. Always excited to learn and share my own knowledge.

SOFTWARES

- **Photoshop** (Expert)
- **Procreate** (Expert)
- **Maya** (Intermediate)
- **ZBrush** (Intermediate)
- **Blender** (Intermediate)
- **Toon Boom** (Intermediate)

ADDITIONAL SKILLS

- Fast learner + worker
- Highly self-motivated
- Professional communication
- Organization
- Teamwork
- Positivity and enthusiasm
- Time management

EXPERIENCE

VISDEV/2D GENERALIST LEAD - UNANNOUNCED STUDIO, 2023-PRESENT

- Works closely with directors and writers to develop storytelling and action sequences through storyboards
- Helps develop the look of projects with paintings, surface tests and turnarounds
- Provides work in a timely manner and adheres to deadlines
- Presents visual development work to 3D and directing teams, assists in 3D look direction
- Follows internal file structure and organization

FREELANCE COMMISSION - 2015-PRESENT

- Worked in a wide variety of styles to meet client requests
- Regulated my own schedule and rates to maximize efficiency and reachability

2D ARTIST/DESIGNER - GRATITUDE GAMES, AUG-OCT 2023

- Designed UX/UI elements
- Storyboarded intro cinematic, both following and enhancing the given script
- Rendered frames for intro and end cinematic
- Provided character designs
- Followed tight deadlines and helped with short-notice work

EDUCATION

VANCOUVER FILM SCHOOL - 2023-2024

Concept Art for Animation Program

Studied 2D and 3D design, and became familiarized with industry workflows, pipelines and programs. Stepped into leadership positions during group projects to offer feedback on classmates' work, and make sure projects moved efficiently. Always turned work in ahead of deadlines, attended classes on time and took on extra work whenever possible. Volunteered at Spark Animation Festival 2023.

Graduated with honors, and won Strongest Grad Project for my sci-fi game pitch, Hubris.

MAX THE MUTT ART COLLEGE - 2021-2023

Concept Art Program - 2 Years

Studied classical art techniques and digital design. Took intensive classes on anatomy, construction and design principles,