



Royce A. Marnell

3D Artist • 3D Environment Artist • Modeling • Texturing • Lighting

Coral Springs, FL 33076 • [LinkedIn.com](#) • 954.790.5022 • Royce.Marnell@gmail.com • roycemarnell.com

Honors BFA graduate seeking an opportunity in film, multimedia or game production

Produce high-quality deliverables, skillfully executing on a given concept or reference while meeting deadlines



- ▶ **Diligent and creative digital artist and visual storyteller** specializing in 3D modeling, texturing, and lighting.
- ▶ **Builder of richly textured environments** and film/game-ready assets using the latest 3D tools/techniques and completing all aspects of a 3D scene.
- ▶ **Proven success as an award-winning art director** and asset artist. Develop realistic, visually compelling worlds that audiences and gamers love to experience and explore.

Tools

- Autodesk Maya
- Substance Suite (Designer, Painter, Source, Alchemist)
- Adobe Creative Cloud (XD, Photoshop, Illustrator, After Effects, InDesign, Premiere Pro)
- Arnold Renderer
- Pixologic ZBrush
- SideFX Houdini
- Foundry Nuke
- Shotgun Studio
- Unreal Engine
- Quixel Bridge
- Steinberg Nuendo

Education

[COLLEGE OF MOTION PICTURE ARTS, FSU](#) • Tallahassee, FL

One of the nation's highest ranked film schools

Bachelor of Fine Arts, Animation and Digital Arts, 5/2020

- Graduated cum laude (GPA: 3.7) • President's List (4.0 GPA) in 2020 & 2019
- Intramural Sports: Flag football, tennis, spikeball, volleyball, basketball, wallyball

Freelance

Asset Artist (*paid contract position*), [College of Motion Picture Arts, FSU](#), Summer 2020

A week after graduating, recruited as an asset artist by renowned FSU Animation and VFX Professor Tom Mikota (film credits include *Avatar*, *King Kong*, *District 9*, and *Fantastic Four*).

- ▶ Earned distinction as the first FSU film school grad hired by the university to create assets for innovative virtual reality production using Unreal Engine, Maya, Substance Painter, and Quixel Bridge.
- ▶ Commended for creating "amazing content," high-quality PBR textures, and dynamic visual effects.

"I am excited to give my wholehearted recommendation of Royce to any studio looking to hire a 3D asset artist. He's great to work with, hits deadlines, and will be an asset to any studio!" — T. Mikota, FSU Professor of VFX/Animation & former Textures Supervisor, Weta Digital

Project Highlights

Art Director, [Wing It](#) (3D animated short film), 8/2019 to 5/2020

Art directed one of the most ambitious and technically advanced 3D animated films ever undertaken by FSU students, completing 10-month project to critical acclaim. In charge of film's entire look and style and served as head of modeling, texturing, lighting, and rendering.

- ▶ Directed film's overall aesthetic and managed 10+ artists, instructing them on how to model, render, light, and texture assets. Built a culture that encouraged original ideas and advanced the creative process.



- ▶ Created 30+ high-quality assets from start to finish under tight deadlines. Anticipated design issues and proactively developed solutions to prevent setbacks or delays.

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Art Director, [Wing It](#) (Continued)

- ▶ Earned team recognition for *Wing It* through juried selection into film festivals, including The Animation Celebration Festival, Fort Lauderdale International Film Festival, and New York Animation Film Festival, where it won multiple awards including “**Best Animation.**”

“...Not only is Royce highly talented with the technical aspects of art direction and 3D modeling, but he also demonstrates exemplary creativity with his excellent aesthetic judgement...one of the best and brightest students graduating from Florida State University’s College of Motion Picture Arts.” — J. Lucia, Director, *Wing It*

Director, [Red Christmas](#) (3D animated short film), 10/2018 to 4/2019



As director of this solo project, managed film production from concept to completion. Developed the story and handled animating, modeling, texturing, rigging, lighting, and rendering tasks.

- ▶ Gained hands-on experience in developing full animated shots using various CG technologies.
- ▶ Created both low and high-resolution models in ZBrush, textured assets using Substance Painter, and completed shots in Maya with Arnold Renderer.

Asset Artist, [El Perro de Piedra](#) (3D animated short film), 6/2018 to 9/2018



Partnered with director and writer to achieve desired visual aesthetic of 3D animated short.

- ▶ Praised for dedicated work ethic, attention to detail, keen artist eye, and talent for bringing director’s creative vision to life as a credited member of artistic team.
- ▶ Completed modeling, texturing, rendering, and lighting work on key assets that included buildings and scenery.

Director, [Red, White and Navy](#) (short documentary film), 11/2017 to 3/2018

Directed, produced, and edited documentary short that won accolades and screening at invitation-only festivals including:

- ▶ Love Your Shorts Film Festival (2019)
- ▶ Documentary Short Film Festival (2018)
- ▶ Miami Independent Film Festival (2018)
- ▶ FSU Veteran Film Festival (2018)
- ▶ Fairwinds Veteran Film Festival (2018)
- ▶ FSU Torchlight Program Series (2018)



“...Royce would be my first choice to have on any project that I wanted to be successful and expertly executed...I assigned him work in art direction, modelling, texturing, lighting, rendering, and compositing. Without fail, he was able to excel in any technical or craft aspect he was tasked with...” — B. Arena, FSU Film Project Supervisor

Volunteer Leadership

Cofounder & Board Member, [4 Charity Help](#), 1/2012 to Present

Started and grew nonprofit from concept stage to become a successful 501(c)(3) dedicated to helping other charities achieve sustainable growth. Remain active on the board and in charge of:

- ▶ Overseeing organization’s branding, website, social media pages, and animated promotional videos.
- ▶ Developing creative collateral, websites, and digital campaigns. Raised tens of thousands of dollars for charities such as Palm Beach County Behavioral Health Coalition, SHAPE, and The Miami Coalition.

“**First, think. Second, dream. Third, believe. And finally, dare.**” — Walt Disney