

ARLIE RICHARDS

Hard surface modeler and VFX generalist



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LinkedIn

EDUCATION AND TRAINING

Savannah College of Art and Design

BFA in Visual Effects

Savannah, GA

Sept. 2024 - June 2027 (Expected)

SCAD deans list 2024 - *Present*

Autodesk Student Ambassador

Savannah, GA

Feb 2026 - *Present*

- *Lead 1+ hour Maya Hard surface/ SubD workshops for College students*

SKILLS

Technical Skills

- Hard Surface modeling
- Subdivision modeling
- Photogrammetry
- Gaussian Splats
- Game ready asset creation
- Scene optimization
- Full CG pipeline
- Environment creation
- USD pipeline workflows

Software Proficiencies

- Maya
- Houdini
- Nuke
- Arnold, Karma,
- Autodesk Flow
- Substance painter
- Adobe Suite
- Comfy UI
- Speedtree

COLLABORATIVE PROJECTS

SCAD Animation studios | Savannah, GA

Data Wrangler/Composer | "Before the Fall" Sept 2025 - May 2026

- Lead onsite VFX data management for live action to CG integration.
- Utilized Photogrammetry to create accurate "to scale" replicas of real world environments.
- Collaboration between Savannah and Atlanta SCAD campuses

Environment Artist | "Enemy Within" Mar 2026 - May 2026

- Lead a 3D development team in charge of creating a realistic post-apocalyptic city in a matter of weeks.
- Utilized and created a Houdini based USD, and optimization pipeline.
- Created foliage, and procedural textures aimed for Look Dev.

Freelance work | Savannah, GA

2D to 3D character Concept Artist |K45ink June 2025 - Aug 2025

- Created a 3D character based off concept art for a business
- Rigged, and animated while utilizing Autodesk Flow Studios to develop seamless 3D motion tracking for character movement.

INDEPENDENT WORK

Ford GT-40 Mk1 May 2025 - July 2025

- 3D Pipeline study done to real world accuracy.
- Entire engine 3/4s recreated based off images and blueprints
- All graphics hand made in Photoshop/Illustrator.
- Interior modeled (WIP)

Apache AH-64A Sept.2025 - Nov. 2025

- 3D Pipeline study done to real world accuracy.
- All guns, rotors, armaments, modeled utilizing blueprints, and multiple reference images
- Highly optimized within a strict class poly count (60k)

Houdini VEX texturing Nov 2025 - Dec 2025

- Created hyper real wood, metal, and cloth textures utilizing Houdini's native coding language.
- Fully adjustable and changeable using expressions and sliders.

PVS-14 Night Vision Jan 2026 - Feb.2026

- 3D Pipeline study done to real world accuracy.
- All 11 Interior lenses, and parts list independently modeled and assembled

Procedural Shipyard environment March 2026 - May 2026

- Created using point arrays, data wrangling, and a Solaris USD pipeline to create a ship yard with 1000+ containers
- Pipeline utilized packing and point mapping to create lightweight packed geometry that lead to super fast renders inside an incredibly complex scene.