BRICE CLOYD

3D MODELER / DIGITAL ARTIST

San Francisco, CA | brice.cloyd@gmail.com | bricecloyd.com | linkedin.com/in/brice-cloyd

PROFILE

3D modeler and digital artist completing an MFA in Animation & Visual Effects, specializing in character, creature, organic, and hard-surface modeling. Experienced in building assets from concept and reference through sculpting, modeling, UVs, texturing, lighting, and presentation. Brings a collaborative, feedback-driven approach shaped by graduate production work and more than a decade in creative education and leadership.

SELECTED 3D PROJECTS

Creatures in Community | MFA Thesis Project | 2025–2026

Original characters, creatures, props, architectural assets, and a hard-surface vehicle for a cohesive abandoned-theater environment. Develop assets in Maya, ZBrush, Substance Painter, Photoshop, and Arnold.

StudioX | Graduate Production Artist | 2026

Contributed to two collaborative productions, incorporating critique, iteration, production deadlines, and shared creative goals.

TECHNICAL SKILLS

3D: Character & creature modeling · Organic & hard-surface modeling · Props · Environments · Vehicles · Sculpting · Retopology · UV mapping · Texturing · Shading · Look development · Lighting

Software: Autodesk Maya · ZBrush · Substance 3D Painter · Arnold · Adobe Photoshop · Nuke

PROFESSIONAL EXPERIENCE

Orangetheory Fitness | Head Coach | San Francisco | 2026–Present

Lead and mentor coaches, facilitate professional development, and coordinate standards, communication, and team priorities.

Public Schools | Music & Art Educator | Oregon | 2009–2021

Led creative programs and productions, developed curriculum, and collaborated across teams while managing complex projects and deadlines.

EDUCATION

Academy of Art University | MFA, Animation & Visual Effects (3D Modeling) | Expected Dec 2026

Master of Arts in Teaching | Completed 2009