

Austin Nelson

3D Animator | Rigger | Photographer

Alamogordo, NM

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Summary

Creative and detail-driven 3D artist with a passion for storytelling through animation, rigging, and photography. Dedicated to combining technical precision with artistic expression to create impactful visual experiences. Inspired by the natural landscapes of Colorado and a lifelong appreciation for subtle beauty in the world around us.

Skills

- 3D Animation (Maya, Blender)
- Rigging and Character Setup
- Modeling and Texturing
- Lighting and Rendering
- Digital Sculpting (ZBrush)
- Photography (Landscape, Portrait, Event)
- Adobe Creative Suite (Photoshop, Lightroom, After Effects)
- Storyboarding and Concept Development

Education**Rocky Mountain College of Art + Design (RMCAD)**

Bachelor of Fine Arts (BFA) – 3D Animation

Graduating 2025 | Magna Cum Laude

Experience

Freelance 3D Animator / Rigger

[2019 - Present]

- Designed and implemented 3D character rigs for independent projects and collaborations.
- Produced polished animations for short films, games, and digital media projects.

Photography Projects

[2019 - Present]

- Captured and edited high-quality images across landscapes, portraits, and events.
- Delivered professional photo packages for clients and creative collaborations.

Awards & Recognition

- Magna Cum Laude Honors, Rocky Mountain College of Art + Design, 2025

Portfolio

View my work: austin-nelson.com