



ASHLEY FARLOW

SENIOR 3D ARTIST // ANIMATOR

+336-847-6623

farlowashley@gmail.com

www.ashleyfarlow.com

ABOUT ASHLEY:

Senior Animator and Artist with over 10+ years of game and commercial industry experience. Motivated creative who specializes in problem solving, team collaboration and execution when it comes to artistic and technical tasks.

EDUCATION

Savannah College of
Art and Design

2010 - 2014

BFA in Animation

Magna Cum Laude

SKILLS // PROGRAM KNOWLEDGE

- 3D Animation
- 2D Animation
- 3D Modeling
- Shader Development
- Rigging
- Texturing
- Art Direction
- Concept Art
- VFX Animation
- Game Design
- Autodesk Maya
- Unity
- Blender
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Substance 3D Suite
- Z-Brush
- Github
- SourceTree

INTERPERSONAL SKILLS

- Team Leadership and Management
- Clear, Effective Communication
- Cross-Disciplinary Collaboration
- Mentorship and Coaching
- Adaptability and Continuous Growth
- Creative Problem Solving
- Quick Learner
- Innovative Thinker

EXPERIENCE

TANK & BEAR // July 2024 - September 2025

Lead 3D Artist

- Lead 3D Artist at Tank and Bear, directing art production, animation, rigging, and Unity shader development for VR/AR projects; drove innovation through pipelines, workflows, and asset construction to optimize performance and realize creative vision.
- Managed a small cross-disciplinary team and collaborated with developers, designers, and clients; developed and implemented assets for **Meta's Metaverse game "Umi Pop"**, overcoming workflow limitations and tight deadlines to successfully launch the title.

RIFTWEAVER GAME STUDIO // October 2022 - July 2024

Freelance Senior 3D Artist

- Responsible for 3D modeling, materials, shaders, animation, concept art, and in engine implementation for **Fablecraft**, a Unity-based digital tabletop RPG.

PLAYDOTS STUDIO // February 2017 - October 2022

Lead 3D Artist // April 2021 - October 2022

- Lead 3D Artist on the New Games division, managing a team to produce 50+ animated characters and 300+ high-performance mobile assets, building pipelines and workflows to support scalable production, and contributing to the launch of **Garden Tails** on **Apple Arcade**.
- Expanded the 3D department from a single artist into a full team of modelers, technical artists, and animators; responsible for art direction, project scheduling, mentoring, hiring, and ensuring clear communication of deliverables.
- **Technical Artist // February 2017 - April 2021**
- Founding 3D Technical Artist at Dots, developing pipelines, techniques, and contributing to shader/engine development to define the visual style of **Wilds**, an RPG puzzle mobile game.
- Created and optimized 2D/3D assets for Unity; including rigging, animation, texturing, particle effects, and VFX. Collaborated with concept artists and developers to deliver high-performance, mobile-ready assets on schedule for the New Games team.

KATAPULT STUDIOS // November 2015 - February 2017

3D Artist // Animator

- 3D artist on Unity-based indie PC game **CHKN**. Responsible for designing, modeling, rigging, texturing, animating, and packaging characters. Collaborated closely with the small team of developers, game designers, and other team members to create high-performance, interactive assets that supported player customization and seamless gameplay integration.

TANK & BEAR // October 2014 - November 2015

3D Artist // Animator

- Directed and executed all aspects of 3D art and animation for a startup product, balancing creative vision with technical performance on iOS and Apple Watch. Created and optimized 3D/2D animations, rigs, models, textures, composites, and particle effects tailored for mobile platforms.

PASSION PICTURES & IMAGINARY FORCES // June 2014 - October 2014

Freelance Animator

- Collaborated on the technical and artistic execution of 2D, 3D, stop motion, live action, pre-vis and conceptual art. Clients included: **Yakult**, **ABC**, **Coca-Cola**, **Google** and **Verizon**.