

GRANT RANE

OPERATIONS & CREATIVE TECHNOLOGY LEADER

CONTACT

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PORTFOLIOS

GrantRane.com
XR3D.com

CORE EXPERTISE

- Production operations
- Project scoping
- Resource planning
- Team leadership
- Client relationships
- Workflow improvement
- Technology adoption

EDUCATION

High School Diploma
Riverton High School

PROFESSIONAL PROFILE

Operations and creative technology leader with 21 years at XR3D Studios, progressing from entry-level modeler to 50% owner. Lead production, people, and client delivery while advancing the team's rendering and animation capabilities. Combine hands-on creative expertise with technical research, team development, and practical systems for complex projects and remote operations.

PROFESSIONAL EXPERIENCE

XR3D Studios

Utah | June 2005 - Present

Co-owner & Vice President of Operations

January 2012 - Present

Purchased 50% ownership in 2012. Direct day-to-day production, staffing, technology decisions, and client delivery, with leadership experience spanning teams of up to 11 and project queues of up to 40.

- Continually advance the team's rendering and animation capabilities through tool evaluation, workflow development, and training, extending earlier methods into advanced visualization and AI-assisted production.
- Guide projects from scoping through delivery. Assess technical risks, advise on pricing, clarify requirements, and assign work by employee strengths, capacity, and deadlines.
- Lead hiring, performance feedback, and weekly portfolio reviews, coaching employees on quality and sharing new tools, techniques, and production methods.
- Lead complex visualization projects and client relationships; career accomplishments at XR3D include personally producing nearly 100 animations as the studio's sole animator.
- Own software and hardware selection, purchasing, setup, and troubleshooting across workstations, remote production systems, and the render farm.

TECHNOLOGY

Visualization

3ds Max · V-Ray · Rhino
Chaos Vantage · Forest Pack
RailClone · Anima
Chaos Phoenix · SynthEyes

Post-production

Photoshop · Premiere Pro
After Effects · Illustrator

Production systems

Deadline · Dropbox
Render-farm administration
Workstation builds
Software deployment
Troubleshooting

AI workflows

ComfyUI · Adobe Firefly
Gemini · Generative image and video tools

DEVELOPMENT

Ongoing self-directed study and applied development in visualization, animation, production systems, and emerging creative technologies.

Evaluate and integrate new tools around production needs and client intent.

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OPERATIONAL IMPROVEMENTS

- Led the transition to remote production, eliminating office and associated occupancy costs. Integrated Dropbox, local asset libraries, and a centralized Deadline render farm.
- Built an internal operations system using AI-assisted development to coordinate project tracking, timecards, metrics, alerts, and reminders.

EARLIER ROLES AT XR3D STUDIOS

Project Manager & Lead Animator

May 2008 - December 2011

Additional responsibilities included Lead Artist and Head of Research and Development.

- Led visualization team operations, coordinating project requirements, work assignments, schedules, quality reviews, and client delivery.
- Built the animation production pipeline and introduced animation as a new company service, expanding XR3D's capabilities beyond still imagery.

Lead Architectural Visualization Artist & Head of R&D

June 2007 - May 2008

Led the transition from Rhino/Flamingo to 3ds Max/V-Ray and introduced Photoshop into post-production. Learned the tools, developed production methods, and trained the team to use them in client work.

Architectural Rendering Artist

February 2006 - June 2007

Produced architectural models and renderings using Rhino and Flamingo, with image post-production in Microsoft Image Composer.

3D Modeler

June 2005 - February 2006

Interpreted architectural drawings and built 3D models in Rhino, establishing the technical foundation for subsequent creative and management roles.