

Ryan VanMeter

Technical Artist

<http://ryanvanmeter.us/>

mail@ryanvanmeter.us

(310) 876-0607

Objective

To become a long-term member of a game development team where I can apply my creativity and problem solving skills to make amazing games.

Experience

Artist, Big Red Button - El Segundo, CA March 2014-December 2014

Completed adventure game "Sonic Boom: Rise of Lyric" for Wii U. Created and optimized environment art. Lit environments that were using physically-based rendering. Authored tools with MEL scripts.

Worked on unannounced demos for Xbox One and PS4

Ported scenes from Cryengine to Unreal 4. Assisted with particle effects.

Technical Artist, Isopod Labs - Santa Monica, CA 2007-April 2013

Completed defense game "Keep Off My Hill" for iOS. Authored particle effects, scripted game functionality. Modeled and textured stylistically colorful assets. Contributed animation. Worked closely with programmers, animator, and creative director to complete many general tasks within a small, efficient team.

Completed racing game, "Jimmie Johnson's Anything With An Engine" for Xbox, PS3, and Wii.

Authored particle effects and scripted game functionality. Modeled, textured, and sculpted select assets. Authored HDR reflection maps. Animated mechanical set pieces. Authored box and patch-type collision. Maintained strong communication with programmers as new tools were developed for the in-house engine.

Completed vehicular combat game, "Vigilante 8 Arcade" for XBLA. Modeled, textured, and authored destruction for major set pieces. Authored particle effects and scripted game functionality. Rendered skyboxes and HDR reflection maps. Populated levels. Managed interns and assisted with QA duties.

Environment Artist, InXile Entertainment - Newport Beach, CA 2007

Created 3d game assets for the unreleased 360/PS3 game "Hei\$t".

Environment Artist, Game Wizards production team 2005-2006

Created 3d game assets for the Unreal 2004 mods: "Mask of Eternity" and "Monster Smash!".

Education

The Art Institute of California: Los Angeles 2004-2007

Graduated June 18, 2007 with a Bachelor of Science degree, Game art and Design.

Tools

- 3D Studio Max, Maya
- Photoshop
- Unreal Engine 4, Cryengine 3
- Zbrush
- Vue
- Premiere
- Visual Studio, Notepad++

Skills

- Able to author a wide variety of particle effects.
- Modeling, texturing, animation, and simple rigging.
- Experienced at working in a production pipeline, communicating design ideas, and working within tight time constraints.
- Enjoys technical work.
- Familiar with C#, MEL Script and similar scripting language syntax.
- Able to learn new proprietary software quickly.