

Ryan VanMeter
Technical Artist

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My objective is 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.

Technical Artist, Big Red Button Entertainment - El Segundo, CA March 2014-Current

Shipped VR shooter "The Arcslinger" for Google Daydream, Oculus, and Vive.

Shipped VR shooter "Dragonflight VR" for Oculus and Vive, in partnership with Blackthorn Media.

Shipped "The Divergent Series: Allegiant – Virtual Reality Experience" for Vive, in partnership with Wevr and Lionsgate.

Shipped VR experience "John Wick Chronicles" for Vive, in partnership with Starbreeze and Lionsgate.

Shipped a major geolocation-type mobile game. I am uncredited, but ask me about it.

Shipped "Sonic Boom: Rise of Lyric" for Wii U.

Contributed to several unannounced projects for Console, VR, AR, and mobile.

I mainly authored particle effects, many of which were hand-animated for Arcslinger and rendered in Maya for the other games. Often, the effects integration would involve scripting either in C# or Unreal's blueprints. I also authored VFX shaders and destruction. I assisted with many other tech art tasks such as authoring UI on mobile prototypes, integrating optimized environment art, lighting, and authoring tools both in Maya and within the Unity Editor.

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

Shipped defense game "Keep Off My Hill" for iOS.

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

Shipped vehicular combat game, "Vigilante 8 Arcade" for XBLA.

I authored particle effects, destruction for major set pieces, scripts for game functionality, models, textures, animations both for characters and mechanical set pieces, skyboxes, and HDR reflection maps.

Environment Artist, InXile Entertainment - Newport Beach, CA 2007

Unreleased 360/PS3 game "Hei\$t". I authored models and textures.

Environment Artist, Game Wizards production team 2005-2006

Unreal 2004 mods: "Mask of Eternity" and "Monster Smash!". I authored models and textures.

Student, The Art Institute of California: Los Angeles 2004-2007

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

Tools

- Unity, Unreal Engine
- Maya, Zbrush, 3D Studio Max
- Photoshop
- Shader Graph, Shader Forge, Unreal's material editor
- Visual Studio, Notepad++
- Premiere
- Mapbox Studio
- Vue (it renders pretty clouds)

Skills

- Able to author a wide variety of VFX.
- Able to author shaders using a noodlegraph.
- 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.