

# RYAN YOUNG

## 3D ARTIST

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### ABOUT ME

A passionate self-motivated artist who is always looking for a challenge and new ways to improve creatively.

Experienced working within small studio environments and with freelance clients. Able to organise own work schedule and delivery to tight and conflicting deadlines.

Enjoys working in high pressure environments and working collaboratively to create the best product possible.

### SOFTWARE

Adobe Creative Suite	Keyshot
3DS Max	UV Layout
Modo	XNormal
Zbrush	Unreal Engine
Substance Painter & Designer	Unity
Quixel Suite	CryEngine
Marvelous Designer	Marmoset Toolbag
VRAY & Mental Ray	World Machine

### SKILLS

- Traditionally trained artist
- Low & high polygon modelling for both in game and rendering
- Next gen texturing using PBR and stylised baked lighting styles
- Lighting & rendering
- Proficient in every aspect of ZBrush
- Retopology of meshes for use within realtime engines
- Advanced UV creation
- Baking efficiency of all maps
- Rigging and skinning, rigid and non-rigid
- Animation experience
- Environment Design
- Props & Asset Creation
  
- Website Design, Graphic Design
- HTML5, CSS3 & Javascript

### WORK EXPERIENCE

#### Freelance 3D Artist/Generalist 2015 - Present

- Working with several clients on a selection of un-announced VR projects for Google cardboard and Oculus Rift
- Tasks included: design, modelling, texturing, rigging and animation
- Work to a strict deadlines
- Continually and effectively keep in communication with the rest of the team remotely when not in the office

#### Flintlock Studios 2014 - 2015 3D Artist

- Design, model, texture, rig and animate a selection of quadruped animals
- Setup all my textures within Substance Designer with exposed values so every aspect of the animal textures could be dynamically changed in engine
- Independently work to deadlines remotely and in office when needed
- Write blogs about my workflow and asset creation for use within the game

#### Aztec Presentations Ltd. 2008 - 2012 Sign Maker/Digital Printer/Designer

- Design, produce and manufacture various bespoke signs and display systems
- Primarily in charge of all designs for existing and new clients

### EDUCATION

#### University of Huddersfield 2011 - 2014

BA (Hons) Computer Games Design Upper Second

#### Leeds College of Art 2006 - 2008

National Diploma in Art & Design Triple Distinction

#### John Smeaton High School 2000 - 2005

10 GCSE'S A - C

### REFERENCES

Available upon request

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