


RYAN KOHR

MODELER

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EXPERIENCE

Asset Modeler | Heath Games

JUNE 2017 – CURRENT

Asset Pipeline, Creation, UV Mapping, Texturing.

Valet | FreedomPark Valet Services

AUGUST 2014 – DECEMBER 2017

Transporting cars to and from offsite parking facility and airport property, Customer handling, Shuttle transportation.

Customer Service Representative | Advanced America Cash Advance

SEPTEMBER 2013 – JULY 2014

Customer Service, File Management, Money Handling, Communications, Task & Time Management.

Customer Service Representative | CreditCorp of Ohio – Check Into Cash

JANUARY 2012 – FEBRUARY 2013

Customer Service, File Management, Money Handling, Communications, Task & Time Management.



SKILLS

- BSP blocking and level layout
- High poly / Low poly asset creation
- UV layout and projection mapping
- Asset texture mapping
- Modular asset creation
- Experience in Unreal Blueprinting and Unity C#
- Understanding of project pipelines
- Works well under deadlines
- Environment prop placement



SOFTWARE

- Unreal Engine (version 4.0+)
- Unity Engine (version 5.0+)
- World Machine
- Autodesk 3DS Max
- Adobe Photoshop
- Autodesk Maya
- Pixologic ZBrush 4R7
- Microsoft Visual Studio



EDUCATION

Bachelor in Fine Arts in Game Art & Design | The Art Institute of Dallas

GRADUATION - DECEMBER 2017

High School + Student Electronics Technician (SET) | Buckeye Hills Career Center

GRADUATION - MAY 2011