

# T. Ryan McLean

Level Artist

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Montreal, QC, Canada

## Summary

I am a 3D level artist from Montreal, Quebec; always looking to bring my skills to a talented team focused on immersive worlds. I enjoy blending the technical and creative sides of visual art and story telling. I am a self motivated artist with a strong aptitude for collaborative work and a passion for problem solving and game development.

## Software

- Unity
- Autodesk 3DS MAX
- Substance Designer
- Autodesk Maya
- Unreal 4
- Cryengine
- Quixel Suite
- Adobe Photoshop

## Skills

- Terrain Sculpting/ Editing
- Set Dressing (Procedural/Hand Placed)
- Level Design
- Texturing(PBR; Procedural; Terrain)
- High and Low Poly Modelling
- UV Layout

## Professional Experience

Level Artist, Nvizzio Creations – Montreal, QC

Oct 2017 - Present

Current Project: Eden Rising; Steam Early Access PC title

Responsibilities include:

- Creating level terrain based on block outs and game design requirements
- Set dressed levels with vegetation and assets using a combination of hand placed and procedural tools
- Creating organic textures for environments using Substance Designer
- Full ownership of level from beginning to end

Level Artist, Aptitude X – Montreal, QC

2016-2017

Projects: Unannounced AAA Title for WB Games Montreal

Responsibilities included:

- Created modular kits for open world building creation with help from concept and real world reference
- Worked closely with Art Directors and Concept Artists to push visual standards of outz modular kits
- Used Unreal Engine's procedural Facade editor to create archetype buildings for use by Level Designers and Artists throughout the studio
- Maintained ownership of archetypes throughout production, implementation, bug fixing and polish
- Assisted with educating level artists on how to use the facade editor

3D Artist, Behaviour Interactive- Montreal, QC

2013-2016

Projects: Star Citizen, Dead by Daylight, Dishonored: Definitive Edition, RBI Baseball

Responsibilities included:

- Asset creation; low poly modeling, texture creation, implementation in engine
- Creation of one off props and modular kits
- Optimization and polish of old assets
- Material creation
- Maintenance of blueprints for procedural levels
- Editing of video and screenshots for client's website

3D Artist, Telos Entertainment- Charlottetown, PEI

2012

Clients: National Geographic, A&E, Play Mechanix, and Making Fun

Responsibilities included:

- Low-poly asset creation
- Rendering of high-poly assets

- Character creation for animation
- Hand painting of textures
- Level creation, lighting and terrain
- Bug fixing

Quality Assurance Tester, Sculpin QA- Charlottetown, PEI

2011- 2012

Clients: Glu Mobile, Play Mechanix, South Park Studios.

## **Education and Training**

3D Modeling and Animation

2010- 2011

The Gaming and Animation Institute of Fredericton – Fredericton, NB

*Graduated with Distinction*