

Ryan Farrenkopf - 3D Artist

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- Objective** I am a 3D Artist looking to become part of a dynamic team to create high quality content for video games.
- Skills** •Environment Modeling •Low-Poly Modeling •Texturing/Materials •UV Mapping
•High-Poly Modeling •Texture Baking •Simple Rigging •UE4 Material Blueprints
- Software** •Blender •Maya •Substance Painter •Unreal Engine 4 •Unity •Photoshop CC
- Projects**
- Environment Artist - Do You Copy? - Space Octopus Studios** 2017-Present
A game jam that we are rebuilding from the ground up to be an immersive horror and suspense experience.
•Conceptualize and create high detailed environment pieces to create a believable, lived-in play space.
•Quickly iterate and work with the design team to make sure assets fit the needs of gameplay.
- Environment Artist - The Midnight Shift - Space Octopus Studios** 2019
Small horror game set in a video rental store in the early 2000s.
•Quickly created high detailed, period-appropriate models to make a lived-in and believable play space.
•Made sure assets were game ready using low-poly analogs with baked maps.
•Shot and edited 32 short video clips of the the show host, Lenny Motts, for in-game FMV.
- Environment Artist - Perdition (Cancelled Project) - DropStar Games** 2017
A multiplayer isometric PVP game
•Created the unified vision and conceptualized the art style as the only artist on the team.
•Created over 50 high detailed modular environment assets with tillable texture that gave the designers flexibility to create levels with as little art contestant as possible.
•Learned to rig and animate hard surface props to create stylized level hazards and traps.
- Environment Artist - The Devoured Dead - Space Octopus Studios** 2016
A side scrolling highly stylized 3D horror game for the Asylum Jam.
•Created low poly stylized furnished environments in the span of 48 hours.
•Worked with art director to make sure work was consistent with the rest of the art team's work.
•Provided technical work and bug fixing after the initial game jam.
- Work**
- Service Desk Technician, SanMar Corp** 6/14 - Present
• Support both local and teleworkers with daily technical needs.
• Quickly diagnose, analytically troubleshoot, and repair software Issues.
• Work with other IT teams to provide users with “cradle to grave” support.
• Work to improve support with Mac OS X Environment.
- Education** **Central Connecticut State University** Graduated 2010
Earned a BA in Communications with an emphasis on Broadcast Journalism