

# Ryan Barry

Animator | CG Artist | Illustrator

Passionate Illustrator and CG Artist who values challenging, creative experiences. Seeking a position that provides opportunities to produce high-quality digital art and 3D animation.

## EXPERIENCE

- Feb 2020 – Present    **3D Model QA**  
*3XR Inc. – Wakefield, MA (Remote)*
- Perform quality assurance on 3D models for AR and e-commerce applications.
  - Give concise, yet thorough critique on inaccuracies in 3D models according to product reference imagery.
  - Pinpoint and report issues within the 3XR QA / Modeling tools and process.
- Aug 2019 – Sept 2020    **Lead Artist**  
*Epic Loot LLC – Huntsville, AL*
- Modeled, textured, rigged, and animated stylized assets for interactive applications.
  - Created design templates and mockups for websites and apps.
  - Lead the art team and coordinated with the engineering team to create branding and real-time experiences.
- Nov 2019 – Apr 2020    **3D Modeler | 3D Animator**  
*Singularity University - Mountain View, CA (Remote)*
- Modeled, UV unwrapped, rigged, and animated assets for unannounced VR title.
  - Worked alongside a small team to ship under a tight deadline.
- Jan 2018 – Dec 2018    **Animation Teaching Assistant**  
*Middle Tennessee State University – Murfreesboro, TN*
- Guided students through various introductory animation courses, working alongside multiple professors.
- Jan 2018 – Dec 2018    **Avarice Animated Short Film**  
*Middle Tennessee State University – Murfreesboro, TN*
- Participated in all stages of CG film production.

## EDUCATION

- Aug 2014 – Dec 2018    **Bachelor of Science, Animation | Studio Art Minor**  
*Middle Tennessee State University – Murfreesboro, TN*

## ADDITIONAL ACCOLADES

- SIGGRAPH    **Student Volunteer**  
SIGGRAPH 2017, 2018, SIGGRAPH Asia 2019  
**Team Leader**  
SIGGRAPH 2019  
**MTSU ACM SIGGRAPH Student Chapter**  
President (2018), Treasurer (2017)
- Challenges    **Inktober**  
Inktober 2019 Completionist  
**24-Hour Animation Contest**  
14<sup>th</sup>, 15<sup>th</sup>, 16<sup>th</sup> Annual 24-hour Animation Contest Participant

## CONTACT

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**Web**  
RyanBarryCG.com

## ARTISTIC SKILLS

3D Modeling  
PBR / Stylized Texturing  
3D Character Animation  
CG Lighting / Rendering  
Digital Illustration  
Concept Design  
Character Design  
Graphic Design  
Motion Graphics  
QA/Critique

## TECHNICAL SKILLS

Maya  
Arnold  
Photoshop  
Premiere  
After Effects  
Substance Painter

