

RYAN A. TABATABAI

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SUMMARY OF SKILLS:

- Maya, 3ds Max, Zbrush, Photoshop, Unreal Engine 4, Substance Painter 2, Substance Designer, 3D Coat, Adobe Premiere, Unity, Perforce, Plastic SCM, and Plastic Gluon
- 4+ years Exp: 3D modeling/sculpting, optimization of models for game engines, UV mapping, rigging, animation, texturing, texture creation, high poly to low poly baking, texturing, material optimization, lighting, rendering, and re-topology.
- Experienced in Project Management, Social Media, Public Relations, Blueprinting, and Business Development.
- Hardware-Built PC's from scratch to include optimizing systems for high-end gaming. • Proficient in Microsoft Office, iMovie, Adobe Audition, and Unity.

EDUCATION:

Bachelor of Fine Arts in Video Game Art and Design

The Art Institute of San Antonio December 2018

EXPERIENCE:

Junior-Level Live Virtual Constructive (LVC) Gaming Digital Artist – Leidos – San Antonio, Texas

October 2019 – Present • Worked independently while part of a team consistently performing the following tasks: • Created, textured, and rigged game-ready assets for Virtual Reality and Augmented Reality scenes. • Provided support to the team with texture creation, texture correction, and debugging in UE4. • Participated actively in team meetings covering requisitions, status, and other project management issues.

3D Artist Intern –Booze Allen Hamilton – San Antonio, Texas September 2018 – December 2018 • Worked independently while part of a team consistently performing the following tasks: • Created, textured, and rigged game-ready assets for Virtual Reality and Augmented Reality scenes. • Provided support to the team with texture creation, texture correction, and debugging in Unity Scenes. • Participated actively in team meetings covering requisitions, status, and other project management issues.

CEO – No Hope Studios – San Antonio, Texas September 2017 – Present • Create game-ready assets for other studios and manage contracts while supervising a team of five. • Create assets for 3D/2D UI elements, environment, props, character design, and sound design. • Perform blueprinting in UE4. • Manage all departments in the studio (Art, Story Development, Game Development, Business & Finance) • Perform all Public Relations: Social Media, Conventions (Pax South), Active in SA Gaming Society.

3D Modeling Generalist – Husky Tiger – San Antonio, Texas April 2018 – August 2018 • Created prop concepts for use in character scenes utilizing: High & Low Resolution, UV Mapping, Texture creation, Scene creation & character rigging/posing for renderings, baking, and some animation.

- IT assistant** – EDMC – San Antonio, Texas March 2017 – September 2018 • Performed system administrative duties on the school equipment to keep hardware and software up to date post re-imaging.
- Troubleshooted and completed diagnostics of equipment hardware/software.
 - Networking duties included add/delete computers to domain, troubleshoot issues including but not limited to 3DMax, ZBrush, UE4, and Photoshop.