

Ryan Farrenkopf - 3D Artist

203-994-6103

www.ryanfarrenkopf.com

ryanfarrenkopf@icloud.com

Skills

- 3D Hard Surface/Environment Modeling
- PBR Texturing/Materials/Shader
- UV Wrapping
- Hard Surface Rigging
- High-Poly Modeling
- Low-Poly Modeling
- Texture Baking
- UE4 Materials

Software

- Blender
- Unreal Engine
- Substance Designer / Painter
- Maya
- Zbrush
- Photoshop CC

Work

Freelance 3D Artist - TBA Project - Big Grin Productions 4/21 - 5/21

- Model and texture background assets based off approved concept art.
- Work with Art Director to ensure models matched with client specs.
- Create a version of assets with modeled lights to be animated in-engine.

Freelance 3D Artist - Chimney Town VR Project - NISHINO 9/20 - 12/20

*VR adaptation of the beloved Japanese Children's Book **Poupelle of Chimney Town***

- Create a scene based on concept and storybook art of a character's home for the player to visit.
- model and texture scene within predefined parameters such as style, tri-count, and texture budget.
- Communicate with client to make sure goals are being met and implement feedback

Service Desk Technician, SanMar Corp 6/14 - 3/20

- Work with other IT teams to provide users with “cradle to grave” support.
- Support both local and teleworkers with daily technical needs.
- Quickly diagnose, analytically troubleshoot, and repair software Issues.

Projects

3D Environment Artist - Do You Copy? - Space Octopus Studios 10/17 - 10/18

An atmospheric indie horror game set in a ranger tower. <https://gamejolt.com/games/doyoucopy/295138>

- Take art from blockout to textured game ready assets.
- Quickly iterate and work with the design team make art that works with gameplay.

3D Environment Artist - The Midnight Shift - Space Octopus Studios 10/18 - 2/19

A horror game set in a video rental store in the early 2000s. <https://gamejolt.com/games/midnightshift/376033>

- Quickly created high detailed, time period-appropriate models to sell a familiar yet eerie atmosphere.
- Checked in with the art lead to make sure art quality was met and on budget.
- Shot and edited 32 short video clips of the the show host, Lenny Motts, for in-game FMV.

Volunteer

Conference Associate - Game Developer Conference 3/19

- Ensured the conference attendees had a safe and enjoyable experience.

Education

Central Connecticut State University Graduated 5/10

- Earned a BA in Communications with an emphasis on Broadcast Journalism.