

Ryan Sizemore

Email: ryan.e.sizemore@gmail.com | Phone: 502-345-4209 | 3D Portfolio: ryansizemore.com

SKILLS & ABILITIES Art Programs: Maya, 3DS Max, Blender, ZBrush, Substance Suite, Photoshop
Game Engines: Unity, Unreal Engine 4
Game Art: Shader Creation, Modeling, Rigging and Animation, Particles, CAD Conversion
Collaboration: Jira, Trello, Slack, Google G-Suite, Microsoft 365, GitHub, Plastic SCM, Perforce

EXPERIENCE **Contract 3D Environment Artist, City From Naught Inc.**

March 2021 - Present

- Designing and optimizing 15+ models for an upcoming indie game built in the Unity Engine.
- Utilized Substance Painter to create 0-1 UV and tiled PBR texture sets.
- Gameplay video and demo: <https://store.steampowered.com/app/1393320/Keyword/>

Freelance 3D Technical Animator, Creative Circle - Komatsu

October 2020 - Present

- Designed 7 entire scenes with animations in Unity for internal demonstrations and concepts.
- Developed multiple reusable Unity HDRP Shaders to enhance the production pipeline.

Independent Contract Work

July 2020 - October 2020

- Created animated 3D backgrounds and videos for a Fortune 500 company conference. -Sage
- Created 4 3D animations for a VR experience being developed in Unity. -Realia Local
- Developing all C# scripts for a Unity 3D interactive learning experience. -Dennis Glenn LLC

Contract 3D Environment Artist, Panda Wave Studios

June 2020 - July 2020

- Created 3 playable levels inside the Unreal engine within a 3 week time span.
- Used Blueprints to make several master materials, such as a cloth material with decals.
- Modeled over 20 environment models that matched the established art style of the game.

Lead 3D Artist, 321 Fast Draw/321 Next Reality

2018 - 2020

- Developed material pipelines for the VR team and managed asset libraries.
 - Led a team of 2 artists, developing workflows and performance goals to optimize output.
 - Shipped a VR game that was showcased at the Chicago Cubs training stadium.
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EDUCATION **Master of Business Administration – Purdue University**

- Focus on project management and corporate strategy.
- Earned a membership in the Gamma Beta Sigma honor society.

Bachelor of Science in Computer Graphics Technology – Purdue University

- Specialized in technical 3D modeling, animation, and programming.
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VOLUNTEER **Chapter Board Member for International Game Developers Association Chicago**

2019 - 2021

- Started the chapter Discord server to connect the developers in the community.
 - Organized events and meet-ups that gave back to local game developers.
 - Assisted with events at the Game Developers Conference.
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