



# Ryan Kirtlink

## Animator/3D Artist

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### Objective

Hardworking 3D artist looking for a career as an animator, bringing creativity and an expansive knowledge of various software to begin working in the industry, grow as an artist, and make a living following my passion.

### Software Experience

Maya, 3DS Max, Zbrush, Substance Painter, Adobe Creative Suite, Unreal Engine, Unity, 3D-Coat, Marmoset Toolbag, TVPaint

### Personal Qualities

Strong communicator and team member, reliably meets deadlines, creative, open to learning new workflows and styles, problem solver, basic knowledge of rigging, familiar with Agile development and Scrum.

Languages: English, French

### Experience

#### Freelance 3D Animator

May 2017 - Present

Working with clients to provide 3D Animations for their game projects.

- Created character animations for a VR golf game being made in the Unreal Engine.

#### Freelance 3D Artist on “Our Ghost’s of War”

April 2016 - July 2016

Worked closely with a team of artists modeling WWII era bunkers based on schematics and props to clutter the environment.

#### Game Production at Champlain College

Burlington, VT

August 2013 - May 2017

Worked with other disciplines to create games, practice communication amongst members of a team, and accustom myself to a work environment similar to that of the game industry.

Titles:

*Cryptomancy*: Fall 2016 - Spring 2017, Lead Artist / Animator on a team of 8 people

*Planker-Pro*: Spring 2016, Character Artist / Animator on a team of 7 people

### Education

#### Champlain College

Burlington, VT

Bachelor of Science Degree in Game Art & Animation, May 2017

### Interests

Video Games, Snowboarding, Music, Movies, Drawing