Ryan Farrenkopf - 3D Environment Artist

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Objective

To share my passion of making art for games by contributing to a world class team.

Skills

- 3D Prop/Environment Modeling
- PBR Texturing/Materials
- UV Wrapping
- Hard Surface Rigging

- High-Poly Modeling
- Low-Poly Modeling
- Texture Baking
- UE4 Materials

Software

- Blender
- Unreal Engine
- Substance Painter

- Maya
- Unity
- Photoshop CC

Projects

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

An atmospheric indie horror game set in a ranger tower. https://gamejolt.com/games/doyoucopy/295138
- Take art from blockouts 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.

3D Environment Artist - Perdition - DropStar Games   6/17 - 7/18

A multiplayer isometric PVP game where plays compete to find a hidden item and escape alive.
- As the sole artist I worked with the designers to create 50 detailed modular art models and textures.
- Worked with design to create level themes and then break it down into needed assets.
- Quickly learned rig and animate hard surface props to create stylized level hazards and traps.

3D Environment Artist - The Devoured Dead - Space Octopus Studios 11/16 - 12/16

A narrative game for the 48 hours Asylum Jam. https://gamejolt.com/games/the-devoured-dead/208583
- Created low-poly environments such as a foyer, bedroom, and bathroom in the span of 48 hours.
- Checked in with the art director to make sure my work was consistent with the art team.

Work

Service Desk Technician, SanMar Corp   6/14 - Present

- 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.

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.