

— VIS DEV | ILLUSTRATION | PRODUCTION DESIGN —

RYLEY GARCIA

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WORK

2020 | **ATOMIC CARTOONS** | 2D Designer
Unannounced Disney Project

2020 | **ATOMIC CARTOONS** | CG Designer
Unannounced Disney Project

2019 | **BARDEL ENTERTAINMENT** | 2d BG Artist
“Solar Opposites” Season 1

2019 | **BARDEL ENTERTAINMENT** | 2d BG Artist
“Rick and Morty” Season 4

2018 | **YOWZA! ANIMATION** | Layout Artist
“Welcome to the Wayne” Season 2

EDUCATION

2019 | **CGMA** | The Art of Composition
/w MAURICIO ABRIL

2018 | **CGMA** | The Art of Color and Light
/w MARCO BUCCI

2019 | **CGMA** | Character Design for Animation
/w NATE WRAGG

2016/2019 | **SENECA COLLEGE** | Animation
Advanced Diploma

2018 | **CGMA** | Visual Development Mentorship
/w ARMAND SERRANO

2012/2015 | **UofT** | Architectural Studies & Art History
Bachelor of Arts

SKILLS

Character Design | Color & Lighting | Concept Art | Environment Design |
Illustration | Layout | Prop Design | Visual Development

SOFTWARE

Blender | Clip Studio Paint | Harmony | Illustrator | Maya | Photoshop |
Premiere Pro | Sketchbook Pro | Storyboard Pro | ZBrush