

Ryan Barry

Animator | CG Artist | Illustrator

Passionate Illustrator and CG Artist who values challenging, creative experiences. Seeking a position that provides opportunities to produce high-quality digital art and 3D animation.

EXPERIENCE

- Oct 2020 – Present **Contract Artist**
Michael Timpe – Unannounced Tabletop Game (Remote)
- Conceptualize, design and model complex hard-surface assets optimized for 3D printing.
 - Illustrate each asset for branding and rulebook implementation.
- Feb 2020 – Present **3D Model QA**
3XR Inc. – Wakefield, MA (Remote)
- Perform quality assurance on 3D models for AR and e-commerce applications.
 - Give concise, yet thorough critique on inaccuracies in 3D models according to product reference imagery.
 - Pinpoint and report issues within the 3XR QA / Modeling tools and process.
- Aug 2019 – Sept 2020 **Lead Artist**
Epic Loot LLC – Huntsville, AL
- Modeled, textured, rigged, and animated stylized assets for interactive applications, branding, and real-time experiences.
 - Created design templates and mockups for websites and apps.
- Nov 2019 – Apr 2020 **3D Modeler | 3D Animator**
Singularity University - Mountain View, CA (Remote)
- Modeled, UV unwrapped, rigged, and animated assets for unannounced VR title.
 - Worked alongside a small team to ship under a tight deadline.
- Jan 2018 – Dec 2018 **Animation Teaching Assistant**
Middle Tennessee State University – Murfreesboro, TN
- Guided students through various introductory animation courses, working alongside multiple professors.
- Jan 2018 – Dec 2018 **Avarice Animated Short Film**
Middle Tennessee State University – Murfreesboro, TN
- Participated in all stages of CG film production.

EDUCATION

- Aug 2014 – Dec 2018 **Bachelor of Science, Animation | Studio Art Minor**
Middle Tennessee State University – Murfreesboro, TN

ADDITIONAL ACCOLADES

- SIGGRAPH **SIGGRAPH 2017, 2018, SIGGRAPH Asia 2019** – Student Volunteer
SIGGRAPH 2019 – SV Team Leader
MTSU ACM SIGGRAPH Student Chapter – President (2018)
- Challenges **Inktober** – 2019 Completionist, 2020 Completionist
24-Hour Animation Contest – 14th, 15th, 16th Annual Participant

CONTACT

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ARTISTIC SKILLS

3D Modeling
PBR / Stylized Texturing
3D Character Animation
CG Lighting / Rendering
Digital Illustration
Concept Design
Character Design
Graphic Design
Motion Graphics
QA/Critique

TECHNICAL SKILLS

Maya
Arnold
Photoshop
Premiere
After Effects
Substance Painter

