

RYAN YOUNG

3D ARTIST

ABOUT ME

A passionate self-motivated artist who is always looking for a challenge and new ways to improve creatively.

Experienced working within small studio environments and with freelance clients. Able to organise own work schedule and deliver to tight and conflicting deadlines.

Enjoys working in high pressure environments and working collaboratively to create the best product possible.

Mountain bike, ale and photography enthusiast.

SOFTWARE

Adobe Creative Suite	UV Layout
3DS Max	XNormal
Modo	Unreal Engine
Zbrush	Unity
Substance Painter & Designer	CryEngine
Quixel Suite	Marmoset Toolbag
Marvelous Designer	World Machine
VRAY, Keyshot & Arnold	

SKILLS

- Traditionally trained artist
- Low & high polygon modelling
- Realistic PBR and stylised baked lighting styles
- Lighting setup & rendering
- Proficient in sculpting inside ZBrush
- Retopology
- Complex UV creation
- Map baking
- Rigging and skinning of rigid and non-rigid meshes
- 3D Animation
- Props & Asset Creation
- Basic Programming Knowledge i.e. Basic, Python, c#
- Website Design, Graphic Design
- HTML5, CSS3 & Javascript

WORK EXPERIENCE

Freelance 3D Artist/Generalist 2015 - 2017

- Working with several clients on a selection of un-an-nounced VR projects for Google cardboard and Oculus Rift
- Tasks included: art direction and design, modelling, texturing, rigging and animation
- Continually communicate with the client and present my current progress, within strict deadlines
- Consult on the art direction and technical aspects of the 3d asset pipeline

Flintlock Studios 2014 - 2015

3D Artist

- Follow basic art direction and use my initiative to conform to the designers vision
- Design, model, texture, rig and animate a selection of prehistoric animals
- Setup textures dynamically inside Substance Designer
- Independently work to deadlines remotely and in office when needed
- Write blogs about my workflow , progress and design decisions

Aztec Presentations Ltd. 2008 - 2012

Sign Maker/Digital Printer/Designer

- Design, produce and manufacture various bespoke signs and display systems
- Primarily in charge of all designs for existing and new clients

EDUCATION

University of Huddersfield 2011 - 2014

BA (Hons) Computer Games Design Upper Second

Leeds College of Art 2006 - 2008

National Diploma in Art & Design Triple Distinction

John Smeaton High School 2000 - 2005

10 GCSE'S A - C

REFERENCES

Available upon request

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