

RYAN BARTLETT

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OBJECTIVE

An adaptable 3D artist and technical artist looking to advance a creative company, in order to pursue my love of learning and passion for creating innovative and top-notch artwork.

EXPERIENCE

CG Artist
Aniden Interactive
Dec 2018 - Nov 2020

Produced lighting and composed thousands of images.
Constructed custom scripts for toolsets, actions, and problem solving.
Responsible for the teams largest workload and profit margins.
Streamlined processes to improve efficiency and redundancies.

Junior CG Artist
Aniden Interactive
Dec 2017 - Dec 2018

Optimized product scenes and hierarchy structures for production and animations.
Modeled and textured additional parts for project requests.
Created an array of materials based on physical samples.

3D Generalist
Amerra
Jul 2017 - Dec 2017

Built partner relationship with Houdini to utilize their new beta software to effectively and efficiently meet client demands.
Created realistic 3D heart animations to convey different heart defects.
Maintained client communication and met their quick turn-around goals.

SOFTWARE

Autodesk Maya	● ● ● ● ●	Unreal Engine	● ● ● ● ●	Python	● ● ● ● ●
Substance Designer	● ● ● ● ●	Blueprints	● ● ● ● ●	MEL Script	● ● ● ● ●
Substance Painter	● ● ● ● ●	Unity	● ● ● ● ●	C++	● ● ● ● ●
Z Brush	● ● ● ● ●	VRay	● ● ● ● ●	C#	● ● ● ● ●
Mudbox	● ● ● ● ●	Photoshop	● ● ● ● ●	RenderMan	● ● ● ● ●

EDUCATION

Texas A&M University | Bachelor of Science in Visualization | College Station, Texas
Academy for International Education | Bonn, Germany

Aug 2013 - May 2017
Jan 2016 - May 2016