

Ryan M. Todd

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PROFESSIONAL SUMMARY:

As a highly driven and self-motivated 3D modeler and digital sculptor, I am well versed in a wide range of software that allows for quick adaptation into different production pipelines. I take great pride in my work and I make every effort to deliver the highest quality 3D assets for use in feature films, commercials, video games and print advertising.

EMPLOYMENT:

Senior 3D Artist

2016 – 2017

Bazillion Pictures, Kansas City, Missouri

- Model, UV map and texture stylized characters and props for commercial and print advertising
- Texture, light and stage dynamic scenes for client base videos and print advertising
- Work with a skilled team of 3D modelers, riggers and animators to produce compelling 3D animated sequences
- Create computer generated, particle based visual effects for clients and in-house projects
- Composite 3D elements into a finalized look for clients and in-house projects

Adjunct Instructor

2012 - Present

Bethany @ Mindfire Academy, Wichita, Kansas

- Teaching introductory and mid-level 3D computer modeling and digital sculpture
- Worked with faculty to developed a strong Bachelor of Arts program for 3D computer animation and video game design

Freelance Visual Effects lead

2014 - 2016

Cinema 1 Film and FX, Wichita, Kansas

- Create computer generated particle simulations for client based video projects
- Model realistic and stylized characters, props and environments using ZBrush, Maya, and Cinema 4D
- UV and texture modeled assets using Photoshop and Substance Painter
- Meet with clients to pitch project ideas, set deadlines and bid costs along with discussing project details and progress
- Lead a collaborative team of artists in the production of 3D content for clients-based projects

Digital Sculptor, 3D Generalist and Dynamics Artist

2006 - 2012

Integrated Media Group, Wichita, Kansas

- Digitally model and sculpt realistic and stylized characters, props and environments
- Use Photoshop and After Effects to composite 3D passes for creating production concept work
- Create storyboards and pre-production visuals through the use of a tradition art skill set
- Co-lead a team of artists in the production of 3D video and print content for client-based projects
 - Work in a highly collaborative, team-centered environment that encourages attention to detail
 - Oversee 3D elements through a production pipeline
 - Delegate responsibilities to build 3D models and environments to meet client demands
 - Meet with clients to review project development and ensure completion by the agreed-upon deadline
 - Coach colleagues on various 3D software and how to use them efficiently in a production workflow
- Project research and development utilizing problem solving skills to create design layouts for client approval
- Repurpose client CAD files for use in Cinema 4D and Maya projects
- Feature film work on Spider-Man 3, Transformers, Iron-Man, Get Smart and G-Force
 - Create 3D models for use in fictional, high-tech computer interfaces designed to play on set
 - Manipulate and animate Photoshop elements for the purpose of creating interactive, fictional software

EDUCATION:

Master of Fine Arts – Visual Effects and Animation, emphasis in 3D Modeling and Digital Sculpture

May 2017

Academy of Art – San Francisco, California

Bachelor of Art – Visual Effects and Animation, emphasis in 3D Modeling

May 2006

Academy of Art – San Francisco, California

Bachelor of Art – Computer Graphics and Graphic Design

May 2003

Friends University – Wichita, Kansas

ART AND COMPUTER SKILLS:

Zbrush, Autodesk Maya, Autodesk 3ds Max, Cinema 4D, Vray, FumeFx, Rayfire, Next Limit RealFlow, Next Limit Maxwell Render, Substance Painter, Quixel, Adobe Photoshop, Adobe After Effects, maquette sculpture