

VISION

My goal is to create first class models and textures that help create exciting game worlds and be part of an awesome team that lets me do just that. I use all of my skills to deliver the highest quality products possible. My favorite type of work is character modeling, but I have experience in environment & prop creation, particle effects, concepting, rendering & compositing, illustration, college level teaching, and other various real world experience. I'm a dependable, flexible, self-starter who works well with a team.

I'm always looking to strengthen and expand my skills through interesting projects and interactions with other individuals. I have ten years of professional experience in the CG industry, the last six of which have been spent in the game industry. I consider myself an asset to whatever work or team that I am participating in and am looking for a great team and project to be a part of.

My online portfolio can be viewed at:

<https://www.arts tation.com/artist/richardzryd>

EDUCATION

Bachelor of Arts in Studio Art, Drawing Specialization, Oakland University, Rochester, MI 2010. Cumulative GPA: 3.84

Associates Degree in Applied Science, Specialization in 3D Animation, Macomb Community College, Warren, MI 2005. Cumulative GPA: 3.86

Associates Degree in General Studies, Macomb Community College, 2004

High School Diploma from Algonac High School, Algonac MI 2000

APPLICABLE SKILLS

Zbrush, Maya, Photoshop, Mental Ray, 3D-Coat, BodyPaint 3d, Headus UV layout, Topogun, XNormal, Crazybump, Marmoset, Octane Render, After Effects, Illustrator, Keyshot, Visual Studio, Perforce, Tortoise SVN, and Microsoft Office.

I have a background in traditional art mediums including graphite, oil paint, clay modeling and mixed media.

PROFESSIONAL EXPERIENCE

Organic Artist/CG Generalist, Stardock Entertainment, Plymouth, MI from November 2013 to January 2017.

Responsibilities/Achievements:

- Projects: Sorcerer King, Sorcerer King: Rivals, Galactic Civilizations III: Mercenaries, Galactic Civilizations III: Crusade, Ashes of the Singularity, Ashes of the Singularity: Escalation, Unannounced Project.
- Create high poly and low poly characters (complete with UVs).
- Create concept art for various game models (characters, structures, environmental art, props)
- Create texture maps for game assets.
- Create environmental art including structures, vegetation, terrain textures and more.
- Creation of world maps, tactical battle maps and stamps used in procedurally generated worlds
- Exporting and implementation of models and animations through XML and Visual Studio into the game environment
- Create particle effects
- Develop in-game lighting
- Help develop the general game art pipeline
- Work with engineers to develop the game engine to suit the need of the art team.
- Create various 2D art assets (icons and leader screen) to supplement the art pipeline.

Contract Character Artist, Zynga Inc, San Francisco, CA from September 2012 to September 2013. Responsibilities/Achievements:

- Projects: Solstice Arena (iOS, PC and Mac)
- Create low poly character models and accessories from reference imagery and without reference imagery.

- Create UV texture coordinates.
- Develop low resolution texture maps for use in Unity.
- Create thumbnail sketches for character concepts.
- Create various environmental models to supplement pipeline.

Adjunct Faculty, Lawrence Technological University, Southfield, MI from September 2012 to May 2013. Responsibilities/Achievements:

- Classes taught: 3D Animation 1
- Create Class syllabus and curriculum
- Lecture on 3D software and techniques
- Help develop the LTU Game Arts program
- Grade classwork and help guide students in their education

Contract Character Artist, A Bit Lucky Inc, San Mateo, CA from January 2012 to September 2012. Responsibilities/Achievements:

- Projects: Solstice Arena (iOS, PC, and Mac)
- Create low poly character models and accessories from reference imagery and without reference imagery.
- Develop low resolution texture maps for use in the Unity game development tool.

Contract Character Artist for Spark Plug Games LLC, Cary, NC from February 2011 to May 2012. Responsibilities/Achievements:

- Projects: Cancelled title, Plight of the Zombie (iOS), and Unannounced title.
- Create low poly character models and accessories from reference imagery and without reference imagery.
- Develop low resolution texture maps for use in the Unity game development tool.

Freelance 3D Generalist, The Quintek Group Inc, Sterling Heights, MI from January 2009 to February 2011. Responsibilities/Achievements:

- Worked on high profile automotive illustration and animation projects for General Motors including those for the *Volt*, *EN-V*, and *2012 Chevy Malibu*.
- Responsibilities included those similar to when in full-time employment for the Quintek Group.

Adjunct Instructor, Macomb Community College, Warren, MI January from 2008 to April 2010. Responsibilities/Achievements:

- Classes taught: 3D Animation 1, Digital Illustration
- Create Class syllabus and curriculum
- Lecture on 3D and 2D digital software and techniques
- Grade classwork and help guide students in their education

Senior 3-D artist, The Quintek Group, Sterling Heights, MI January from 2006 to December 2008. Responsibilities/Achievements:

- Worked for such clients as American Axle, Buick, Cadillac, Chevy, General Dynamics, and General Motors.
- Develop strategies to efficiently and effectively transform client's artistic needs into 3D animations and high resolution still images.
- Communicate effectively with clients and coworkers on progress of projects daily.
- Responsible for math data translation from CAD programs to Maya, 3d scene preparation, scene lighting, modeling, animation, and rendering.
- Develop new and efficient workflows while keeping up with emerging software and technology.

PUBLICATIONS

Original Epcot Design. Walt Disney: The American Dreamer. Thomas Tumbusch, Tomart Publishing, 2008.

FINE ART GROUP EXHIBITIONS

2010 "Student Art in the House" Anderson House, Lansing MI, [October 2010 - September 2011]

2010 "LAT 42.676041 LON 83.217841" Oakland University Art Gallery, Rochester MI,
[April 17 – May 16, 2010]

PROFESSIONAL REFERENCES

Available upon request.

CONTACT INFORMATION

richardzryd@gmail.com