

# Joel Ryan

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## Portfolio: [www.joelryan.com](http://www.joelryan.com)

### OBJECTIVE

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To work for a cutting-edge, established game production company in which I can contribute my proven skill in high-poly sculpting and low-poly modeling, as well as textures, UVs, rigging, and animation.

### PROJECTS

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- **IT-STAR:** Completed 8/2016. IT-STAR is a proof-of-concept augmented-reality IT training application. IT-STAR recognizes an opened laptop with the tablet's camera view and overlays spinning models of laptop components. The user can learn and be tested on facts and replacement procedures for each component.
- **Ebb:** Completed 6/2016. Senior capstone. Lead designer, programmer, and artist. 2D platforming, adventure game. Developed in Unity, with animations created from 3D models in 3ds Max, rendered to sprites, with modifications in Photoshop. Environment art created in Photoshop. Programming in C#. Created challenging levels, coherent, and atmospheric art style and story.
- **SAIC-Connect:** Completed 10/2015. SAIC-Connect is an augmented-reality mobile app designed to teach users about interesting SAIC contracts. The app recognizes a marker card and overlays models relating to SAIC contracts. Each model has info buttons placed around it in 3D space that can be selected to learn more about the model and the contract.

### SKILLS

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<b>Digital Sculpting:</b> ZBrush, Mudbox	<b>3D Modeling:</b> 3ds Max, Maya, Blender	<b>Map Baking:</b> xNormals, CrazyBump
<b>2D Graphics:</b> Photoshop, GIMP	<b>Game Development:</b> Unity, Unreal 4, GameMaker	<b>Programming:</b> C#, C++, JavaScript

### EDUCATION

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<b>Computer Game Design (B.S.)</b>	George Mason University	GPA: 3.90	2013-Present
<b>English Literature (B.S.)</b>	Christopher Newport University	GPA: 3.68	2006-2010

### RELEVANT COURSEWORK

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Advanced Game Design, Programming for Games, Advanced Game Modeling & Animation, Independent Study – Character Design, Game Art Studio – Digital Painting and Texturing, Game Art Studio – Animation, Game Design Studio, Computer Game Animation

### PROFESSIONAL EXPERIENCE

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**Modeling and Animation Intern** 10/9/2015-Present  
*Zojo Inc*

- Animate human characters and creatures, including a cyclops, Pegasus, animated statues, and a group of witches. Animations include attacking, talking, bickering, idle animations, and many others. Animations are part of an upcoming PC game release.
- Re-topologize models from high-poly ZBrush sculpts. The new models are around 10,000 tris, and have clean edge-flow that is well-suited for animation.

**SAIC - Gaming and Virtual Worlds Intern** 5/18/2015-8/20/2016  
Summer 2016 Internship

- Manager for the augmented-reality mobile app IT-STAR. Oversee and lead design, development, and testing.
- Develop project schedule, design document, and moodboard. Manage changes to these documents over project lifecycle.
- Develop 3D models of laptop components, including a RAM stick, fan, Wi-Fi Adapter, hard drive, battery, and CD drive.
- Create animations to guide user through laptop component replacement process.
- Spoke at the SAIC Leadership forum for interns about my experiences leading this project.

Summer 2015 Internship

- Created detailed 3D models for augmented-reality mobile app SAIC-Connect, to be used at industry events and tech expos. Models included sea lion, satellite, forklift, helicopter, jet planes, astronaut helmet, and a mine-resistant armored vehicle.
- Coordinated with Communications and Marketing departments to brainstorm ideas for models.
- Our team exceeded expectations by expanding given project into a full augmented-reality educational experience while remaining within the given timeframe.

**Proposal Writer** 7/2010-4/2014  
*Knowlogy Corporation and GBTI Solutions Inc.*

- Wrote winning proposals for projects with the US Navy, DOE, OPM, GSA, DOT, the VA, and other public and private organizations.

### PERSONAL

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**JamTech Volunteer, 2015/2016:** Guided high school students in building their game-jam games in Unity. Answered questions regarding coding, physics, 3D modeling, terrain sculpting, player controls, etc. Roughly 200 students attend each event.

**Ludum Dare Game Jam:** Participated in several Ludum Dare Game Jams with teams of two to four. One entry, Micro-Cosmic, ranked #16 out of 1045 entries in the category of Mood.