

Ryan Metcalf 3D Environment Artist

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Skills

3D Art Software

- Autodesk 3DS Max 2010
- Autodesk Maya 2009
- Autodesk Mudbox 2009
- Autodesk MotionBuilder 2010
- Bodypaint 3D 3.5 Release 3
- ZBrush 3.0

2D Art Software

- Photoshop Professional CS4
- Flash Professional CS4
- ArtRage
- Crazybump

Computer Software Skills

- Proficiency with Windows XP & Vista
- MS Office Suite (Word, Excel, PowerPoint, Project, Outlook, OneNote)

Level Editor Software

- Unreal Tournament 3 Level Editor
- Unity 3D
- Torque X 1.0

Audio Software

- Sony Soundforge
- Sony ACID Pro
- Cakewalk Sonar XL Producer's Edition

Art/Editing/Post Prod. Software

- Final Cut Studio 2
- Sony Vegas 8
- Adobe Dreamweaver CS4

Game Experience

3D Video Game – (2009) “Prima Noctis” Lead Animator

- I assumed the role as lead animator for Prima Noctis, creating all the game's animations, as well as another team game project in simultaneous production.
- Created pipeline for rigging and bone references for character modelers throughout production by defining a specific biped bone structure to be used while modeling.
- Worked with lead software engineer to properly blend and operate animations within the UT3 engine.
- Managed and assigned milestone tasks for the other team's animator.

3D Video Game – (2009) “RUN” Associate Producer/Art Creation

- Created 3D art assets and animations assigned by the lead artist for the team.
- Took role as associate producer for a complete Unreal Tournament 3 modification: a racing game created entirely within the Unreal 3 Tournament editor and code. Cooperated and managed with the team to ensure a quality product within two and a half months.
- Assigned and noted tasks dictated by the lead level designer, artist and software engineer.

2D Video Game – (2008) “ROM's Hard Drive to Silicon Valley” Lead Artist/Sound Mixing

- Collaborated along with level designers and software engineer on gameplay balance, level flow and game testing throughout the term of two and a half months.
- Created environmental art for three levels, character art for eight characters and animation assets for all characters for the 2D game through use of Adobe Flash and Photoshop to implement in Torque X 1.0.
- Mixed and edited music and sound effects for game's soundtrack and sound library.

Master's Project

3D Simulation – (2009) “Snakebite” Lead Artist/Lead Animator

- I took on a master's project that involves the eMotiv EPOC headset, capable of detecting brainwave output to use as source for interaction within a simulation.

Work Experience

- The focus my thesis is to have the player's facial reactions manipulate the character's bones in the simulation. My duties include creating an ultra high quality environment and realistic animations.

Echo Entertainment (TV) – “What A Relief” (2007) Production Assistant

- Worked beside Director/Producer and Director of Photography daily to ensure production happened timely and smoothly.
- Assisted talent with all needs for segments of the show.
- Built the set, handled large and heavy equipment, set up lights, operated camera and ran crucial errands quickly to maintain the quality of the production.

Short Film – “Garage Sale” (2006) Director & Writer

- Researched broad spectrum of areas for pre-production such as chemistry, cinematography and locations.
- Kept script up-to-date and organized while changes occurred weekly over the course of three months.
- Recruited talent for auditions by creating & launching website, posting flyers and cold calling.
- Trained and coached actors who had little to no previous experience

G4TV (TV) – “X-Play” (2006) Internship

- Assisted producers by proof-reading reviews and scripts for concept & grammar accuracy.
- Gave producers my opinions on written reviews.
- Conducted online research for video game guidelines.
- Acted as an extra on television shows when needed.
- In charge of capturing daily video of games to be shown on X-Play reviews and previews.
- Worked closely with producers, writers, talent and hosts on a daily basis.

Feature Film – “The Proper Caring & Feeding of an American Messiah” (2005) Camera Operator/Lighting Technician/Assistant Editor

- Worked as a camera assistant with Baylor's first feature film.
- Ensured operability and maintenance of the Sony HD-F900.
- Setup and broke down lights daily. During the shoot, Tony Hale (*Arrested Development*) played a small role in the film.

Short Film – “Under Pressure” (2002) Grand Prize Winner at *Teen Videofest sponsored by Tarrant County Department of Public Health*

- Created a short film about a young teenager considering suicide, but stops suddenly after finding out someone cares about him.
- Wrote, directed, edited the entire film.

Relevant Coursework
(Video Games)

Art Creation I, II, III, IV, V, VI	Drawing I, II, III
Direct Focus Study I & II (Environmental Art)	Game Design I, II, III
Game Studies I, II, III	Special Topics: Ethics (in the Video Game Industry)
Team Game Production I, II, III, IV	Special Topics: Production
MIT Preperation, MIT Project	Special Topics: Animation
	Professional Development

Other Coursework
(Film & Digital Media)

Production Methods	Diffusion of Innovations
Computer Information Systems	Studio Production
Digital Content Creation	Field Production
Broadcast Management	Reporting & Writing for Media
History of Motion Pictures	Fluid Learning in Video Games
Mass Media & Society	Topics in Film

Education

Masters of Interactive Technology, specialization in Art Creation	The Guildhall at SMU, Plano, TX	2008 - 2009
Bachelors of Arts in Film & Digital Media	Baylor University, Waco, TX	2004 - 2007