

# Ryan Valentin *3D Artist*

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Portfolio - <http://www.ryanvalentin.com>

LinkedIn - <http://www.linkedin.com/in/ryanvalentin>

## Profile

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Adept 3D Artist with skills in *Environments, Animation, Modeling, Texturing, Lighting* and *Rendering*. Software proficiency includes **3D Studio Max, VRay, Maya, Photoshop** and the rest of the **Creative Suite**. Nearly 2 years of real experience, excelling in both large studios and freelance roles

## Objective

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To obtain a full-time position working in architectural/product visualization or video games. Open to contract positions and relocation.

## Experience

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### **Freelance 3D Artist**

*Various Clients* – January 2009 to February 2010

- Rendered many high quality scenes for unannounced social media game
- Designed marketing collateral for non-profit organization GVFI

### **Freelance Environment Artist/Lighter**

*Cinematico, Inc.* - September to December 2008

- Modeled, textured and lit environments for the *Monsters vs. Aliens* video game cutscenes and the Adult Swim show *Xavier*, Season 2
- Tight deadlines necessitated heavy optimization while maintaining consistent quality

### **Jr. 3D Artist**

*Flagship Studios* – May to July 2008

- Primarily did troubleshooting and repairing of in-game art issues as well as modeling and texturing assets for *Hellgate: London*
- Secondary role included optimizing and importing outsourced art assets

### **QA Tester**

*Flagship Studios* – October 2007 to May 2008

- Worked with development team to report and track game bugs
- Interacted with community to find and prioritize these issues

### **QA Tester**

*Electronic Arts* – April to October 2007

## Major Credits

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*Hellgate: London*

*Monsters vs. Aliens* (Video Game)

*Xavier* Season 2

## Education

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*Academy of Art University, San Francisco - January 2007 – December 2009*

- Supplemental education to advance skill-set
- Classes included: Animation, Maya, Storyboarding, Figure Drawing

### **B.A. in Broadcasting and Mass Media**

*Temple University, Philadelphia – 2006*

- Concentration in Media Production/Advertising
- Hands-on emphasis with production pipeline
- Thesis: Independently produced, on-air TV interview

## Software Expertise

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- 3D Studio Max
- VRay
- Photoshop
- Final Cut Pro
- After Effects
- Flash Professional
- InDesign
- Maya
- Illustrator

## Artistic Expertise

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- 3D Environment Modeling
- 2D Texture painting
- Lighting, Shaders and Rendering
- 2D environment drawing
- Interactive and motion graphics

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*See LinkedIn Profile for Recommendations  
Additional References Provided Upon Request.*