

Ryan Taylor

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What I do:

I specialize in High/ Low Resolution Modeling, Digital Sculpting, Texturing and UV Mapping. Very familiar with creating models and textures for handheld/ current gen/ next gen games and film resolution/ commercial work. A about meeting milestones and very dependable by nature.

My goals:

Create models, textures and digital sculpts for games, film, commercials, music videos and advertisements.

Education:

Bachelor of Science in Computer Animation at **Full Sail University** - Winter Park, FL – *Class of '08*

Skillset:

3D Modeling :: Texturing :: Sculpting :: Lighting :: UV Mapping :: Teaching

Programs:

Maya :: Photoshop :: Zbrush :: BodyPaint3D :: 3D Coat

Experience:

3D Modeler/ Texture artist at **Bl:ND Studios** – Santa Monica, CA – *Sept 2010 to Sept 2010*
- **THQ Pitch** (Cinematic Trailer)
www.Blind.com

3D Modeler/ Texture artist at **Modul8tion** – Los Angeles, CA – *August 2010 to Current*
-**Mattel's Hot Wheels** (Packaging)
www.Modul8tion.com

3D Generalist at **Motion Theory** – Marina Del Ray, CA – *August 2010 to Current*
-**Disney End Tag** (Branding)
-**Disney Halloween** (Commercial)
www.MotionTheory.com

Freelance 3D Artist at **Trailerpark Studio** - Hollywood, CA - *May 2010 to July 2010*
-**Sound of Music** (DVD content)
-**A Christmas Carol** (DVD content)
www.Trailerpark.com

Freelance 3D Artist at **Roblox Corporation** - Portola Valley, CA - *May 2010 to Current*
-**Roblox** for pc (Shipped Title)
www.Roblox.com

3D Artist at **Bandito Brothers** - Culver City, CA - *April 2010 to June 2010*
- **Act of Valor** (Feature Film)
www.BanditoBrothers.com

Lead Modeler at **Dream Forge Entertainment** - Ruston, LA - *May 2008 to April 2010*

-Mad Doc Jr's: Doom Rails for PC (Shipped Title)

www.DreamForgeEntertainment.com

www.RyanTaylor3D.com