

# RYAN TAYLOR

Los Angeles, CA

310.694.1932

Ryan.Taylor.3D@gmail.com

RyanTaylor3D.com

## What I do:

I specialize in **High/ Low Resolution Modelling, 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. Adamant about meeting milestones and very dependable by nature.

## My goals:

Create models, textures and digital sculpts for games, film, commercials, music videos and advertisements. Play an instrumental role in pushing a team harder to raise the bar.

## Education:

Bachelor of Science in Computer Science, *April 2008*

Full Sail University - Winter Park, FL

## Skillset:

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

## Experience:

3D Artist at Bandito Brothers – *April 2010 to Present*

Culver City, CA

[www.BanditoBrothers.com](http://www.BanditoBrothers.com)

---

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

Ruston, LA

Shipped Titles: Mad Doc Jr's: Doom Rails for PC

[www.DreamForgeEntertainment.com](http://www.DreamForgeEntertainment.com)

---

Web Freelance at Xeno pod, Inc - *December 2007 to March 2008*

Chicago, IL

[www.XenopodInc.com](http://www.XenopodInc.com)

**Programs:** Maya :: 3DS Max :: Photoshop :: Zbrush :: Flash :: BodyPaint3D :: 3D Coat

[www.RyanTaylor3D.com](http://www.RyanTaylor3D.com)