

RYAN BOWN

3D Modeler and Texture Artist

(801) 830-4274 | ryanbown@live.com | ryanbown.org | ryan-bown.blogs.eae.utah.edu

Software

Maya
Unreal Tech

Mudbox
Headus

ZBrush
xNormal

Photoshop
CrazyBump

Professional Experience

3D Modeler and Texture Artist | Freelance | AD Software LLC

November 2011 - Current

Clients include Broken Compass, and award winning National Endowment for the Arts (NEA) public artist.

Created target art for mobile game pitch.

Recreated commission site with proposed artwork.

Environmental Artist and Designer Intern | Tactical Measure | Utah Game Forge

January - May 2012

Responsible for the overall look of the game and all 3D assets.

Designed for the hearing impaired and submitted to the Microsoft Imagine Cup.

Environmental Artist and Game Designer | Essencezz | Game Makers Anonymous

March 2011 - July 2011 (contract)

Modeled, UV unwrapped, and textured environmental assets.

Contributed to design meeting regarding the relationship of gameplay and art.

Level Designer | Project Stealth | Project Stealth Team

June 2010 - June 2011

Designed and blocked out a game level as a member of an indie co-op team.

Related Experience

3D Artist and Designer | Infinity Snake | Global Game Jam

January 2012

Pitched game idea and built the game with a team of 3 in about 35 hours.

Art Lead | Erie | Masters Game Thesis Project

January 2011 - December 2011

Responsible for the overall look of the game.

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Teaching Experience

Associate Instructor of Game Art | University of Utah

June - Current

Teaching 3D modeling and texturing for games and machinima.

Teaching production pipelines and modeling techniques using Maya and ZBrush.

Adjunct Professor of Game Art | Neumont University

January 2012 - June 2012

Wrote curriculum for game art courses.

Teaching modeling, texturing, and animation for games using Maya and Photoshop.

Character Modeling TA | School of Computer Science | University of Utah

September 2011 - May 2012

Working with students in lecture format and one-on-one.

Teaching production pipelines and modeling techniques using Maya and ZBrush.

Education

Master of Fine Arts - Entertainment Arts and Engineering: Master Games Studio (EAE: MGS) | University of Utah, Salt Lake City, UT

September 2010 - May 2012

Post-Baccalaureate Studies - Center for Animation | Brigham Young University, Provo, UT

January 2009 - May 2010

Bachelor of Fine Arts - Sculpture | Brigham Young University, Provo, UT

September 2004 - May 2008