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RYAN DAO

OBJECTIVE

To be an Associate 3D environment artist creating professional quality art, learning new skills and to be a valuable contributor to the company I work for.

Experience

Isopod Labs

- **Unannounced Xbox Live Arcade Title - Intern Environment Artist June 2008 – December 2008**
 - Work closely with the art director and level designer to achieve their vision
 - Create environmental art using 3d Studio Max, Zbrush, and Photoshop
 - Laid out and animated 2d cinematic sequences

Game Wizards - Mod Team

- **Dead Man's Tales - Lead artist November 2008 – June 2009**
- **Make Something Unreal – 2nd place winner**
 - Worked on pre-production to help develop the visual style
 - Managed two art teams. In charge of creating models and textures and directing and mentoring other artists.
- **Boilerplate - Lead artist April 2008 September 2008**
- **Make Something Unreal – 2nd place winner**
 - Help brainstorm game idea
 - Help establish the look and feel of the game
 - Build vehicle concepts
 - Work with concept artists to refine vehicle ideas
 - Lead a team of artists creating vehicles
 - Direct gameplay video
- **Boilerplate Cinematic – Lead/ motion capture artist August 2008 – December 2008**
 - Help develop cinematic story and character traits
 - Direct storyboard artist
 - Direct motion capture actors
 - Retopologized characters for animation
 - Clean up motion capture data using Motion Analysis Evart 4.4
 - Applied motion capture data onto characters
 - Animate over motion capture data
- **Legion - Character artist January 2008 – March 2008**
 - Work closely with the character lead and concept artist in creating their vision
 - Create high/ low poly characters
 - Create textures in Photoshop
- **Detox – Environment artist October 2007 - December 2007**
 - Modeled and textured environment assets for the control room and power plant level

Skills

Applications

- 3D Studio Max - Expert
- Zbrush - Advanced
- Xnormal – Familiar
- Photoshop – Expert
- Unreal 3 Engine - Familiar

Education

The Art Institute of California – Los Angeles
Bachelor of Science in Game Art & Design
June 2006 - September 2009

South High, Torrance, California
2002 - 2006