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RYAN DAO

OBJECTIVE

To be a dedicated and efficient worker constantly improving my skill set while being a valuable contributor to the company I work for.

Experience

Sherman The Alaskan Cow – June 2011 – Present

- **3D Prop Artist**
 - Model and texture low poly assets for mobile platform
 - Create tile textures
 - Hand paint textures

Minuteman Press – March 2011 – September 2011

- **Graphic Designer**
 - Design and layout business cards, letterheads, stationary, folders, post cards, brochures, and flyers
 - Implement senior graphic designers direction and vision

Torn Banner Studios – March 2010 – July 2011

- **Chivalry: Medieval Warfare - 3D Prop Artist**
 - Create props and assets for various levels
 - Populate and set dress environment levels

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 – October 2007 – June 2009

- **Dead Man's Tales - Lead artist**
 - Worked on pre-production to help develop the visual style
 - In charge of creating models and textures while mentoring other artists
- **Boilerplate - Lead artist**
 - Help establish the look and feel of the game
 - Lead a team of artists creating vehicles/assets
- **Legion - Character artist**
 - Work closely with the character lead and concept artist in creating their vision
 - Create high/ low poly characters
- **Detox – Environment artist**
 - Modeled and textured environment assets for the control room and power plant level

Skills

Applications

- **Photoshop** – Hand painted/Photo source texturing and photo manipulation skills.
- **3D Studio Max** – High/Low poly modeling skills.
- **Maya** - High/Low poly modeling skills.
- **Zbrush** – Organic and hard surface sculpting skills.

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