Peter Ryan

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Profile

I am resourceful and hardworking individual with 15+ years of video game modification and design experience and 2 years of professional experience. Starting as a Half-Life level designer, I taught myself all aspects of 3D design eventually working as Producer and Creative director on several personal video game projects. I have also worked professionally as an Environment Artist at Interdimensional Games Inc.

Work History

Apeirogon Entertainment
Producer/Creative Director/Founder
2014 – Present.

- Founded indie game company Apeirogon Entertainment, created project "Andromeda Wild" and worked as Producer and Creative Director.
- Responsible for game concept, story, design, recruiting, promotion.
- Also worked as Environment Artist, Level Designer, Scripting and Content Importing and Packaging.
- Video at https://www.youtube.com/watch?v=CNSjjYZj9Yo

Interdimensional Games Inc.
Environment Artist
2009 – 2011.

- Responsible for creating 3D environment assets on Consortium
- Modeling, Unwrapping and color pass on 90% of the environment art assets for the alpha version of Consortium.
- Animation and exporting of several assets for the world.
- Video at https://youtu.be/pTRzSOuycAU?t=40s

Surrogate Interactive
Producer/Creative Director
2006-2009

- Created video concept project "Brutal" and worked as Producer and Creative Director
- Responsible for game concept, story, design, recruiting, promotion.
- Also worked as Level Designer for the project.
- Video at https://youtu.be/VK7WhNlWS3A

Project Timeless
Animator
2002

- Worked on character animation cycles for the human team

Surrogate Interactive
Producer/Creative Director/Founder
2001-2003

- Founded company Surrogate Interactive, created total conversion "Morbid Inclination" for Half-Life 1 and worked as Producer and Creative Director
- Responsible for game concept, Story, design, recruiting, promotion.
- Worked as Lead Level Designer, Animator and Sound Designer

Firearms
Voice Actor
2001

- Voice Actor for the American Soldiers team

Counter-Strike

Unofficial Level Designer
1999 – 2003

- Created several unofficial maps for Counter-Strike version 1.6
- Won 2 awards for Level of The Week on PHL and 2nd place in the first "Counter-Map" map pack.
- Level distributed on PCGamer Magazine CD, March 2002

Half-Life Deathmatch

Unofficial Level Designer
1999 – 2003

- Created several unofficial maps for Half-Life Deathmatch

Software and Experience

- Unreal Engine 4 (Intermediate Knowledge) Import/Export, Material Creation, Particle Systems, Matinee Animation, Blueprint
- Source Engine (Intermediate Knowledge) Import/Export, Level Design, Scripting (input/output), Texture creation
- Photoshop (Advanced Knowledge) Textures, Graphics, Photo manipulation
- 3D Studio Max (Advanced Knowledge) Modeling and Animation
- Autodesk Mudbox (Intermediate Knowledge) Sculpting, Texturing, Retopology
- 3D Coat (Intermediate Knowledge) Sculpting, Unwrapping, Retopology
- World Machine (Intermediate Knowledge) Sculpting, Texturing, Rendering
- Speed Tree (Intermediate Knowledge) Creating and configuring Trees and related files.
- Adobe Audition (Basic Knowledge) Sound recording and manipulation
- Adobe Premiere (Intermediate Knowledge) Video editing, effects and animation
- Adobe Flash (Basic Knowledge) Animation, basic AS3

- Able to successfully lead a team of designers on the creation of a project
- Able to conceptualize, create and design complex, unique and compelling game systems
- Able to conceptualize and design 3D environments and assets.
- Familiar with most aspects of design (3D, 2D, Animation, Sound, Scripting)
- Familiar with a multitude of software including 3D Studio Max, Mudbox, Unreal Ed, Valve Hammer Editor, Photoshop, World Machine, Audition, Premiere, Flash, Dreamweaver.
- Worked as a level designer, Animator and voice actor with various mods and indie games since 1999.

Links

Online Portfolio – http://www.torquemod.com/

References

Gregory MacMartin -Interdimensional Games Inc. 604 857 3747

"Peter is a talented modeler who is capable of perfectly replicating complicated and intricate concept art in 3D. He did a lot of great work for us, and we hope to be able to work with him again in the future!"