

# Peter D Ryan

7944 Elwell Street

Burnaby B.C.

Telephone: (778) 397-2075

Cell: (778) 230-2514

Email: [info@torquemod.com](mailto:info@torquemod.com)

Portfolio: [www.torquemod.com](http://www.torquemod.com)

---

## **Objective:**

To obtain freelance or contract work with various game development studios.

## **Software:**

3D Studio Max – Modelling,, UVWs, Animation – Intermediate Knowledge

Valve Hammer Editor – Advanced Knowledge

Adobe Photoshop – Intermediate Knowledge

Adobe Dreamweaver – Advanced Knowledge

Adobe Flash – Intermediate Knowledge

## **Work Experience:**

**“Project B6” - Interdimensional Games** 2010 – Present

Level design lead for the VR missions of an unannounced project currently in development at Interdimensional Games.

**Level Design - Various** 1999 – Present

Level designer for various 3D Studio Max and Half-Life 1 and Source Engine games and modifications.

**Brutal – Surrogate Interactive** 2007 - 2009

Worked as Project Lead on Brutal responsible for game concept, story, recruiting team members, level design.

**Morbid Inclination – Half-Life Modification - Surrogate Interactive** 2002 - 2004

Founded company and assembled a team of designers to work on a multiplayer total conversion for the original Half-Life. Worked as Project Lead, Lead Level designer, Lead Animator.

**Project Timeless - Character Animator** 2003

Character animator for the human team player model. Responsible for all character animations (approximately 30 looping animations).

## **Awards:**

**CS Central Map Pack – Second place** 2002

My Counter Strike 1.6 level “Italian Eve” was voted the second best map in the pack and was included on the March 2002 PC Gamer CD.

**Planet Half-Life – Level of the week** 2002

My Counter Strike 1.6 level “Hardwire” was awarded Level of the Week on Planet Half-Life.

## **Education:**

**Van Arts – Introduction to 3D Studio Max** 2000

12 week introductory course to modeling with 3D Studio Max

**Elphinstone Secondary – High School** 1999

Grade 12 diploma with honours in Art.