

Peter Ryan

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Profile

I am resourceful and hardworking individual with 13+ years of game design experience. Starting as a Half-Life level designer, I taught myself all aspects of 3D design eventually starting and leading my own mod team and finally being hired as Lead Environment Artist at Interdimensional Games Inc.

Currently I am looking for new opportunities to expand my experience as an environment artist in the industry.

Work History

Interdimensional Games Inc.

Lead Environment Artist
2011 - 2012.

- Responsible for creating 3D environment assets
- Modeling, Unwrapping and color pass on 90% of the environment art assets for the alpha version of Project "B6"
- Animation and exporting of several assets for the world.

Surrogate Interactive

Project Lead/Producer
2007-2009

- Worked as Project Lead on "Brutal"
- Responsible for game concept, Story, design, recruiting, promotion.
- Also worked as Level Designer for the project.

Surrogate Interactive

Project Lead/Founder
2001-2003

- Founded company Surrogate Interactive and created project "Morbid Inclination" for Half-Life.
- Responsible for game concept, Story, design, recruiting, promotion.
- Worked as Lead Level Designer, Animator and Sound Designer

Relevant Skills and Experience

- 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 games since 1999.

Links

Private Portfolio - <http://www.youtube.com/watch?v=QiOS2491WMw>

Online Portfolio - <http://www.torquemod.com/>

Brutal Video Concept - <http://www.youtube.com/watch?v=VK7WhNIWS3A>

References

Gregory MacMartin -Interdimensional Games Inc.

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