

# ryan fedyk

31-50 33rd St Apt D3  
Astoria, NY 11106  
646-744-9674

Portfolio: <http://www.ryanfedyk.com/3d>  
Email: [ryan@ryanfedyk.com](mailto:ryan@ryanfedyk.com)

## summary

A dynamic senior 3d artist who expertly manages projects and is dedicated to creating compelling visuals for high profile clients. A diverse range of skills from over 4 years experience in the 3d / motion graphics industry and an additional 7 years in software development. Proven ability to meet deadlines and work under pressure. Exceptional communication skills extensive experience interfacing with clients. A Masters Degree in Philosophy of 2d / 3d Motion Graphics.

## experience

### 08/09 – Now **Adjunct Professor**

**Mercy College** – *New York, New York*

Create and deliver curriculum for **advanced lighting**, texturing and rendering classes. Deliver class lectures and **mentor** the students individually.

### 5/09 - Now **Freelance 3d Artist** - *New York City, New York*

*Working both independently obtaining clients and working in design houses*

- **1st Ave Machine** – Sony Xplode (print ad) – Modeling and Rendering
- **Lone Wolf Tribe** – Hobo Grunt Cycle (play) on stage video - Directed and animated
- **Invisible Films** – Man Who Could Fly (short film) - VFX, 3d sky, compositing
- **Adolescent** – Nickelodeon Bumpers – Animation, compositing

### 9/08 – 05/09 **Senior Designer**

**Vizrt Creative Services** - *New York City, New York*

Created **motion graphics** for high profile clients such as CNN, Bloomberg and CBC. Used Maya, After Effects as well as Vizrt's proprietary software. **Communicated** directly with clients to realize a graphics brand suitable for their station. **Scheduled and managed resources.**

### 6/07 – 6/08 **3d Artist / Rigging TD / Motion Graphics Designer**

**Axis Animation** (freelance) - *Glasgow, Scotland*

Developed **animation rigs** for characters on high profile projects using Maya. Reconstructed models to ensure proper animation deformation. **Textured** objects for game cut scenes. Worked with various project managers to meet clients' needs

### 8/05 – 6/06 **3d Artist**

**3plains** - *Tacoma, Washington*

Animated and rendered **3d visualization** using 3ds Max 8.0 and Vray  
Modeled and textured **low poly** characters and objects for real time interactive training

### 10/03 – 2/05 **Quality Assurance Engineer**

**Vulcan** – *Seattle, Washington*

**Lead** tester on several projects. Worked directly with the development engineers as well as the technical writers to **develop testing strategies** while keeping the end users experience in mind

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## experience – cont'd

### 7/03 – 10/03 **Quality Assurance Engineer**

**Microsoft** (contracting through Volt) - *Seattle, Washington*

Designed test cases and manually tested the MSN Entertainment website. **Executed** and scripted automation. **Reviewed** and **critiqued** the off-site support groups work providing feedback and standard responses for use in customer interaction.

### 10/02 – 6/03 **User Experience Tester**

**Sproqit Technologies** – *Kirkland, Washington*

Manually tested software running on Windows XP/2000/98/CE and Palm. Tested client/server software from a user perspective focusing on **usability** and sensibility of the UI.

**Developed** tools to **automate** testing on Palm devices using Perl.

### 8/99 – 10/02 **Software Test Engineer**

**Ansyrt Technology** – *Bellevue, Washington*

Tested and resolved many code issues with a PDF editor on Windows CE/XP/2000/98 and Palm Devices. Designed test scenarios and isolated bugs. Designed the interface as well as features and functions for new products.

## education

### 9/06 – 6/08 **Masters of Philosophy in 2d/3d Motion Graphics**

**Glasgow School of Art** - *Glasgow, Scotland*

Created *Feasibility Study*, a large scale research project resulting in a practical piece of animation. Developed and refined a range of technical skills using Maya, After Effects, Premiere, Zbrush, and Photoshop. Focused heavily on process and preproduction developing proposals and research documents. Graduated with Merits.

### 10/05 **Certificate Program in Advanced Modeling Techniques for Maya**

**Bellevue Community College** - *Bellevue, Washington*

### '00 – '02 **Associate of Applied Arts in Multimedia and Web Design**

**Art Institute of Seattle** - *Seattle, Washington*

Focused on modeling and animating using 3ds Max 6.5. Worked extensively with real time 3d web games using Macromedia Director. Work with scripting in ASP, Actionscript 2.0 and CSS. Presidents List with a 3.8 GPA.

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## skills

Project Management  
Scheduling  
High and Low Poly Modeling  
Texture Painting  
Unwrapping UV's  
Advanced Lighting  
Rendering  
Rigging  
Compositing  
video editing

## software

Maya 2009  
Mental Ray  
Zbrush 3.0  
3ds Max 8.0  
Vray  
After Effects  
Combustion  
Macromedia Flash  
Adobe Photoshop  
Adobe Premiere

## awards and screenings

*Anyone* (3d short film)

*Feasibility Study* (short animation)

Vimeo staff pick of the day  
Screened on LocalPointTV Comcast Channel 205 in Washington DC  
Vimeo staff pick of the day  
GSA Degree show  
DDS Animation Premiere, Glasgow, Scotland  
Flexiff Experimental Film Festival, Sydney Australia  
Short Soup, Sydney Australia  
Canary Wharf Film Festival, London England  
Portobello Film Festival, London England  
Sefton Short Film Festival, Liverpool England

## references

Debbie Ross  
Producer  
Axis Animation

Email: [debbie.ross@axisanimation.com](mailto:debbie.ross@axisanimation.com)  
Suite 225, Pentagon Business Centre, 36 Washington Street  
Glasgow G3 8AZ, United Kingdom  
Tel: +44 (0) 141 572 5363

Tim Gray  
Professor  
Glasgow School of Art

Email: [t.gray@gsa.ac.uk](mailto:t.gray@gsa.ac.uk)  
House for an Art Lover, Bellahouston Park, 10 Dumbreck Rd  
Glasgow, G45 5BW United Kingdom  
Tel: +44 (0) 141 353 4459