

# ryan fedyk

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

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

## experience & education

- 8/08 - Now      **Freelance 3d Artist**  
*New York City, New York*
- 1st Ave Machine - Modeled car engines and character blend shapes for a Sony print ad
  - Lone Wolf Tribe - Directed and animated a variety of animations and titles for the play "Hobo Grunt Cycle"
- 9/08 – 05/09      **Senior Designer**  
*Vizrt Creative Services - New York City, New York*
- Created 3d motion graphics for high profile clients.
  - Worked in Maya, After Effects as well as Vizrt's proprietary software.
  - Work with customers to realize a graphics brand suitable for their television station.
- 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 using Maya
  - Localized textures for 5 different languages using Photoshop
  - Worked with various project managers to meet clients' needs
- 9/06 – 6/08      **Masters of Philosophy in 2d/3d Motion Graphics**  
*Glasgow School of Art - Glasgow, Scotland*
- Created and produced *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.
  - Created extensive preproduction including project proposals.
  - Graduated with Merits
- 8/05 – 6/06      **3d Artist**  
*3plains - Tacoma, Washington*
- Animated and rendered 3d visualization using 3ds Max 8.0 and Vray.
  - Modeled and textured characters and objects for real time interactive training.
- 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.
  - Presidents List with a 3.8 GPA.

# ryan fedyk

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

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

## **skills**

High Poly Modeling  
Low Poly Modeling  
Texture Painting  
Unwrapping UV's  
Lighting (Global Illumination)  
Rendering  
Rigging  
Compositing  
video editing  
actionsript (macromedia flash)

## **software**

Maya 2008  
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