

RYAN LEE

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SKILLS

- **3D:** Realistic and stylized high and low poly modeling, texturing, terrain generation, and lighting in Maya 3D Max, zBrush, Mudbox, Crytek, Source, Unreal, Unity, World Machine, Simplygon, Marmoset Toolbag 2, Keyshot
- **2D:** Texturing skills with PBR and standard diffuse/specular/normal maps. Experienced in Photoshop, Quixel Suite, Substance Designer, xNormal and Crazybump. Natural environment digital illustrations.

EMPLOYMENT HISTORY

WARGAMING SEATTLE, Redmond, WA

May 2016 - May 2018

Map Lead

Project Excalibur

- Lead a team of six environment artists to develop a desert map for an online multiplayer military shooter. Planned scope of work for maps, assigned numerous art tasks, mentored and gave feedback to artists daily.
- Worked with other disciplines including designers, fx artists, and programmers to create the maps and further develop the needs and tools of the game engine.
- Worked directly with outsource studios Dhruva, Glass Egg, and Central Art to create assets for our maps. Provided clear communication and feedback, documents and references. Maintained scope of work in Excel.
- Created several building structures to be used in city maps, Plaza City and Andes Town.
- Large amount of layout/set dressing work across all maps with a strong narrative drive.
- Supported other map teams with additional layout, modeling, terrain work, textures, and performance improvements.
- Helped defined the look of terrain textures to be used in maps.
- Worked directly with tools team to help develop materials and additional engine tools.
- Maintained and updated confluence pages to those related to the maps I worked on.

5TH CELL MEDIA, Bellevue, WA

Oct 2015 - March 2016

Lead Environment Artist

anchors in the Drift

- Managed a team of three environment artists, created and assigned tasks, managed schedules, mentored and gave feedback on a daily basis. Worked with other disciplines including designers, animators, and programmers to create the game world and further develop the needs and tools of the game engine.

- Created and took ownership of the terrain system using a tile-based system to create hundreds of procedural generated levels.
- Created several environment assets including modeling and texturing many props used in the game.

May 2010-Oct 2015

Senior Environment Artist

Project Carbon

- Responsible for owning the terrain and managing 8km of gameplay area. This included using terrain tools and working with programmers to create new terrain and editor tools for 5TH Cell's game engine.
- Took ownership of the open world environments, set dressed and responsibilities included lighting. Worked with designers and grayblocked areas for art and gameplay.
- Created several environment assets including rocks and vegetation.

Scribblenauts title (unreleased)

- Created several hard surface models to be used for the environment including buildings, terrain, and props.
- Created several weapons that were used in the demo of the game.
- Set dressed much of the environment and took ownership of the terrain for the entire demo.

Hybrid (Xbox 360 XBLA)

- Created seven maps (7 multiplayer, tutorial, practice) from beginning grayblock to completion working with one other artist and designer.
- World owner responsible for brush geo layout, world texture creation, environment models, object layout and lighting.
- Responsible for managing performance within each level using zoning and occluding tools to maintain a 60fps framerate.

SEGA STUDIOS (Sega acquired Secret Level 2006), San Francisco, CA

January 2007-May 2010

Senior Environment Artist

Iron Man 2 (Xbox 360, PS3)

- Responsible for creation of environmental assets, object layout, terrain generation and lighting for three diverse levels spanning interior and exterior areas.
- Worked with designers to grayblock out levels to test for gameplay space and level standards to be used for the entirety of the project.

SECRET LEVEL, San Francisco, CA

December 2004-December 2006

Environment Artist

Golden Axe: Beast Rider (Xbox 360, PS3)

- Created environments, assets, terrain, and textures and responsible for the object layout and landscaping of four large fantasy-rich levels and two boss arenas.

- Responsible for the research, testing, and generation of terrain for seven different and unique levels. Helped develop and shaped the propriety world editor tools for terrain.
- Worked with outsourcing team to help create levels, props, and educate them on how to use our in-house editor tools. Handled outsource assets and cleaned them up for use in our game.

Final Fight: Streetwise (Xbox)

- Improved UV's to eliminate seams and updated character textures to high-res and added normal maps to several character models specifically just for the Xbox version.
- Helped with the localization of the game's UI

America's Army (Xbox, PS2)

- Optimized several environmental assets, poly and texture reduction to fit memory requirements for both systems.
- Screenshot touchup used for marketing and the instruction manual.

Informant (U.S. Navy)

- Created many interior models and textures assets set in an office environment.

ManSim (U.S. Army)

- Modeled several environmental objects to be used for a military simulator in Iraq.

Apartment Project (Private Contract)

- Created several high-res models of furniture and interior objects for use in the Unreal engine.

EDUCATION

ART INSTITUTE OF CALIFORNIA – SAN FRANCISCO

2002-2005

- BS Degree in Game Art and Design
- Best Portfolio award of my major in Game Art and Design

DIABLO VALLEY COLLEGE

1999-2002

- AA degree in Liberal Arts
- Classes in 3D Max, Photoshop and Flash