

Ryan T. Metzdorff

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Education

Bachelor of Science in Game Art & Design

The Art Institute of California-Orange County (AICAOC)

Skills

- Maya
- Photoshop
- 3DSMax
- Silo
- Illustrator
- Game Maker
- 2D game sprites
- Hard Surface Modeling
- Organic Modeling
- Zbrush
- 3D lighting
- 3D Texturing
- Microsoft Office
- Story Writing
- Flash

Work Experience

2008

Production Assistant

Steel My Heart

- Printed customized jewelry using a laser machine
- Handled and processed orders as well as maintained supplies
- Developed digital library of images for printing on jewelry

2007

Pixel Artist (intern)

Quicksilver Software

- Created 2D levels, characters, and other objects for mobile games
- Custom resized game sprites to port to different cell phone resolutions
- Worked in modeling program, Silo, for creating 3D art

2005 – 2007

Library Assistant

EDMC

- Arranged and maintained bookshelves stocked with books on game art and design
- Processed and shelved 10-80 books each shift
- Helped library patrons and school instructors use the library

Related Experience

- **Electronic Entertainment Design & Research (EEDAR)** – Data entry: researched, collected, updated and cross referenced all data on games to provide information on all games. Some web site QA.
- **Modsquad** – school club at AICAOC production. Worked with a team of students, co-developed concept for game trailer, & textured 3D game assets that were animated and used in the video
- **Stone Wheel Games** – production for AICAOC. Producer for game company made by team of students to develop the PC title, *Ker-Splat* and pitch it to a company.

References available upon request