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RYAN MANNING

PERSONAL INFO

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RESUME
all about me

EDUCATION

COLLEGE
Full Sail - Associates in Computer Animation
Full Sail - Bachelor's in Entertainment Business

OBJECTIVE

to be engaged in the gaming industry where style and innovation are challenged daily and the highest standards of excellence reached

SOFTWARE

Maya
3D Studio Max
Photoshop
After FXs
Crytek Engine
Unreal Engine
Z-Brush

WORKING EXPERIENCE

2004 - Digital-Flare established
2006 - Advanced Gaming Simulations for the US Army
2008 - 3D Modeler & Game Artist for US Army
2011 - Lead Artist for Mobius Industries (Mobile Games)

SKILLS & TECHNICAL

3D Modeling
Animation
Compositing
Lighting
Material Creation
Post-Production
Rendering
Rigging
Serious Games
Storyboarding
Texture Painting
Traditional Art
UV Layout

OTHER SKILLS

Musical Performance
Acting
Pyrotechnics / Sharp-Shooting

HOBBY

Motorcycles
Rebuilding / Restoring Cars
Outdoorsman

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