

Joseph Ryan

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Personal Statement

A highly motivated individual with a vast array of skills comprising of Web Design and Graphic Design, 3D Animation, SFX, Motion Graphics and Editing and Game Creation.

Key time management abilities mean dedication to working towards the successful and professional completion of a project; with an enthusiasm to learn new skills, and investigate emerging technologies to broaden his skill set.

I have attended Game Industry conventions and conferences to deepen my understanding of the practices of game design and development from industry professionals. Following market trends I'm excited about the new opportunities and directions the industry is headed in.

Education

2010 – 2011 | MA (with Commendation) in Games Development | Kingston University

Modules included:

- Experience Design
- Sound Design
- Game Design
- Fundamentals and Applications of CGI with the use of Maya
- Live Project

I was the Project Lead and Game Designer for Sony's PSP Minis 'Playstation First' competition; in which we won a commission to develop the game for release on the Playstation Network later this year.

I was an exhibitor at the Develop conference in Brighton, July 2011 with the Playstation Minis project 'Flare'.

I was the Project Lead and Designer for a vision based gaming project using the Playstation Eye.

I have been given Visiting Scholar status at Kingston University to use their facilities and the PSP Devkit to continue work on the Flare project, also making myself available to provide support for undergraduate students in incubator sessions.

2006 – 2009 | BA (hons) in Digital Art (2.1) | Thames Valley University (Based at Kingston College)

Whilst there I was the Creator, Storyboard Artist, Co – Director, Rotoscope Animator, Editor and Interactive DVD Authorer for a collaborative SFX film project, 'Face: Redux.'

For my Final Project I made a vertical slice of a prototype game using the Unity game engine. Modelling, Texturing and Animating the environment and game objects in Cinema 4D and programmed using JavaScript. The demo was playable at my end of year degree show and garnered a positive response and drew quite a crowd.

2004 – 2006 | A Level's in Art (B), Photography (A), Philosophy (A) and Psychology (B) | Kingston College

Skills

Illustrator	Vector based Illustration and Graphic Design
Photoshop	Graphic and Web Design, Texture Creation, UI Development
After Effects	Rotoscoping, Green Screen, SFX and Motion Graphics
Final Cut Pro	Editing, Logging and Capturing film
Cinema 4D	3D Modelling, Character Rigging and Animation, Texturing
Maya	3D Modelling and Texturing
Unity	Game Development using JavaScript and importing 3D models
Coda	HTML and CSS Web Development, minor PHP
Wordpress	Web Development within the Wordpress framework, CSS and minor PHP
Logic Pro	Sound Recording, Production and Editing
Garageband	Podcasting, Sound Recording, Production and Editing
Camtasia	Screen capturing tutorial based video production and editing

Proficient in OSX and Windows operating systems. Storyboarding and Concept Sketch skills.

Previous Employment

2011 – Present | Freelance Web Designer and Developer | Video and Motion Graphics Designer

Project Lead and Game Designer on the Playstation Minis project 'Flare'

2010 – 2011 | Digital Media Specialist | Springmedia Ltd

Web Designer within the Wordpress framework.

Logo Creation and Branding.

Video Creator, Editor, UI Graphic Artist and Motion Graphics Artist for web based tutorial series.

I also played a consultancy role where future ideas would be discussed and I would give my feedback upon.

2005 – 2009 | Photo Lab Technician (Part-time) | Boots Ltd

Identifying and evaluating the customers needs to give them expertise and guidance for the best options for their prints.

Key time management and scheduling skills ensuring that the customer's orders were printed professionally and on time.

Lab maintenance and all-round knowledge of camera technology and printing of Digital, APS and 35mm film.

Interests

Listening to and making music: playing the Guitar, Violin and Piano.

Animation and Film.

Photography.

Graphic Novels and Books.

Computer games and computer game culture.

Podcasts.

Coffee.

New Technologies.