

RYAN HILL

Animator

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www.ryanhillarts.com

Experience:

Universal Orlando Resort

Associate, Merchandise – [Universal Studio Store CityWalk](#) | July 2021 - Current

- Working in a fast-paced theme park anchor store, conducting sales transactions, assisting guests, maintaining show floor, and restocking product.

Oracle Gaming Orlando LLC

Animator – [Oracle: Threads of Fate](#) | Sept 2017 - Feb 2018

Tactical RPG taking place in Ancient Greece, developed in Unity, and shipped to Steam.

- Animated three characters walk, idle, attack, and defend animations.
- Assisted art asset managers importing animation assets into game engine.
- Assisted technical rigger in optimizing control rig utilized by all characters.

Florida Interactive Entertainment Academy (FIEA)

Animator – [Draft](#) | Jun - Aug 2017

VR futuristic gladiator sport game developed in UE4 featuring motion capture animations generated in Blade and MotionBuilder.

- Cleaned raw motion capture animations using MotionBuilder.
- Assisted motion capture technician during in studio recording sessions.
- Developed looping background animations for bird type creature.

Florida Interactive Entertainment Academy (FIEA)

Art Lead – [Card Link](#) | Dec 2016 - Jun 2017

VR card game made in Unity, utilizing interactive fantasy characters in turn-based battles.

- Managed art asset pipeline with production leads and contracted artists.
- Designed concepts for characters, environment, props, and UI graphics.
- Modeled 2 characters and animated their fighting player's input during gameplay.
- Assisted level designer to establish environment lighting, shape, and style.

University of Central Florida

Animator – [Why Did Baba Yaga Take My Brother?](#) | Jan - May 2017

VR experience encouraging empathetic development in young children through folklore storytelling, developed in UE4.

- Animated vocal dialog for human and creature characters.
- 3D modeled characters and props to facilitate rapid production of assets.

Volunteering:

Local Club Organizations – March 2018 – May 2021

Assisted local model railroad clubs with designing new projects, event planning, and labor.

- Created physical scale dioramas utilizing carpentry skills and landscape model making.

Education:

University of Central Florida

Florida Interactive Entertainment Academy (FIEA) / *Orlando FL*

M.S. Interactive Entertainment | Dec 2017

School of Visual Arts and Design (SVAD) / *Orlando FL*

B.A. Digital Media: Game Design | May 2015

Skills:

2D/3D Character Animation
Motion Capture Technician
Cleaning Mocap Data
Pipeline Management
Asset Management
Virtual Reality
Leadership
Teamwork
Storytelling
Rendering
Lighting

Software:

Autodesk Maya
Unreal Engine 4
Unity
Python
Blade
MotionBuilder
Houdini
Zbrush
Substance Painter
RenderMan
Photoshop
Perforce
Jira

Certifications:

Renderman Certification

FIEA Motion Capture
Technician Certification