Ryan Dykes Developer and 3D Artist

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Ireland

EXPERIENCE

3D Generalist Internship Digital Shoguns, London, England

1st March - 1st June 2018

- Working remotely with Digitals Shoguns Creative Director to create various assets and characters for a series of childrens episodes, contracted by a global childrens toy/recreational company.

Freelance Software developer for COSTEDC, Tipperary, Ireland— *(Carrick on Suir Tourism and Economic Development Committee)*

21st May - 8th June 2018

- Solo project working with a client to develop an interactive experience of a busy street in Carrick on Suir.
- In charge of all 3D modeling, UX and UI design, programming and overall implementation.

3D Artist and Technical Artist Simavita, Limerick, Ireland

1st July - 1st September 2018

- Worked remotely to create a VR Experience.
- In charge of all 3D Modeling in the project and implementation into Unity.
- Required to aid in programming certain elements and problem solve others issues to keep the project running smoothly.

SKILLS

- Maya
- ZBrush
- Photoshop
- Unity (C#)
- Programming Languages: C, C#, Visual Basic
- Substance Painter
- Spriter 2D/Spine
- After Effects
- Premiere Pro
- Illustrator
- Autodesk Motionbuilder

EDUCATION

Cork Institute of Technology, Cork, Ireland — *Bachelors of Engineering in Electronic Engineering.*

2009 - 2013

- Mathematics for Digital Systems
- Project Development
- Interface Software development
- Microcomputer Applications
- Object Programming

Limerick Institute of Technology, Clonmel, Ireland— *Honours of Science in Game Art and Design.*

2015 - Present

- 3D Modeling
- Animation Principles 2
- Animation for Games
- Project Management and Team Building
- Rigging

Shadow 2D Platformer Game — *INDIE ZONE Insomnia Gaming Ireland 2016*

A 2D Platformer I designed, programmed and animated, aimed at addressing the topic of Grief. The player plays as a young boy who has lost his Grandfather. You play as both the real and shadow form of the boy and must maneuver objects in the real world and use light to manipulate the shadows. Then traverse the level in the shadow form and cleanse the memories that torment Jonas.

Breakdown and Process images available on my website

Prototype available from website

Lead Designer - Destination Board Game — *A board game made in conjunction with Trocaire*

In a team of 5 we were tasked with the challenge to produce a game to bring awareness to the refugee crisis at its peak in 2015.

Co Founder of Bantar Box — *Video Production Society at Clonmel LIT* (the 'a' is intentional)

In First year myself and another student started the first Video Production Society in Clonmel LIT to try and bring like minded people together to create films and experiment in photography.

- **The Drive - Reckless (**official music video)

  Roles

    - Storyboarding
    - Test Shooting
    - Camera Man
    - Equipment Manager

2015 Drawing Awards Finalist LIT — *Student gallery contest*

An ink illustration depicting the torment and temptation of Good vs Evil and how the path of "evil" is usually the easier path and therefore the one more commonly taken.