

Ryan McSweeney

Technical Artist and Animator

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Summary of Qualifications

Maya tools and pipeline development (Python & MEL for Rigging/Animation, Javascript for Photoshop)
Custom character rigs (bipeds, quadrupeds, invertebrates, and everything in between)
Stylized 3D animation for characters, props, and environments

Software Skills

Maya, Python, MEL, Javascript & Photoshop CS6, Unity, After Effects, ZBrush, Unreal 4, Perforce, SVN

Education

Champlain College, 2010, Burlington, VT

Bachelor's of Science in Art and Animation in Electronic Game Development. 3.3 GPA

Game Experience

Infinite Crisis - MOBA

Turbine Inc., WB Games

Technical Artist - Character Rigging, Havok Cloth and Ragdoll, Art Pipeline Support & Improvements

Rigged many champions ranging from bipeds, to quadrupeds, to a giant space-starfish. Created quality-of-life art tools for Tech Artists and Animators to raise efficiency in daily work by automating many monotonous/repetitive tasks. Raised the bar for champion rig skin-weighting quality, Havok cloth simulations, and communication with other disciplines.

Dungeons & Dragons Online - MMORPG

Turbine Inc., WB Games

Technical Artist - Character TD, Asset Cleanup & Integration, Art Pipeline

Rigged many of the monsters for DDO's first expansion pack, Menace of the Underdark. Handled many environmental animations such as doors, levers, and chests, as well as animation hook-up in engine.

Breakaway – Entertainment-Education Soccer RPG – Flash

Emergent Media Center, United Nations, Population Media Center

Lead 3D Artist & Character Rigger

Organized a team of artists to produce 3D visuals for the game. Rigged characters in Maya 2009 using Anzovin's The Face Machine and The Setup Machine plugins. Posed and rendered characters to produce expressive visuals for narrative cut scenes. Participated in weekly artist meetings and lead meetings to contribute to the artistic direction of the U.N. Project.

Work Experience

Turbine Inc., WB Games

Technical Artist, May 2011 - Current (4 years), Needham, MA

See Infinite Crisis, Dungeons & Dragons Online, and Lord of the Rings Online above.

Freelance Rigger

September 2012 - Current

Created an Auto-Rigging script to quickly create bipedal character rigs for use on several film and game projects. Effectively communicate with other project points to deliver the highest quality assets.

Emergent Media Center, Champlain College

Lead 3D Artist, February 2010 - December 2010 (10 months), Winooski, VT

See Breakaway above.