

D. RYAN REEB

RESUME

3D / Digital Artist

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OBJECTIVES

- To obtain a position in a challenging environment with room to grow.
- Develop existing skills and acquire new ones.
- Assume a constructive role in a team whether leading or following.

SUMMARY OF QUALIFICATIONS

- Adept at 2D and 3D design; texturing, lighting, modeling, motion tracking (match moving), compositing, matte painting / projection painting, art direction and QC of digital content for delivery to client.
- Self motivated; Able to oversee a project from concept to completion.
- Able to take criticism and incorporate requested changes into final product.

SKILLS

- 3D: Maya, Mental Ray ZBrush, Body Paint, Deep Paint, Synth Eyes, Boujou
- 2D: Photoshop, After Effects, Illustrator, Flash

EMPLOYMENT HISTORY

CBS Digital, Hollywood CA

July 2006- Present

Texture Artist / Generalist

Star Trek. Season 1 Digitally Re-mastered (episodic television series)

Pushing Daisies(Television Pilot) and The Sopranos.

3D Site, Topanga, CA

October 2005- June 2006

Modeler / Generalist / Texture Artist

Monsters INC. "Laugh Floor" Interactive theme park installation Disney FL.

CIS Hollywood, Hollywood, CA

August 2005- September 2005

Texture Artist / Projection paint

Aeon Flux, the Poseidon Adventure feature films

Rhythm and Hues, Marina Del Rey, CA

June 2005 – July 2005

Texture Artist

Charlottes Web feature film

Double Edge Digital / E=mc², Burbank, CA; Taipei Taiwan

November 2004 – June 2005

Texture / Tracking Supervisor

Minotaur Sci-Fi channel feature film, Ask the Dust Robert Towne feature film, Battle of the Bulge &

Battle of Waterloo. Discovery Channel specials

Digiscope, Santa Monica, CA

June 2004 – October 2004

Match-Move Artist, Texture Artist, Lighter

Racing Stripes feature film.

EDUCATION

Art Institute of Ft. Lauderdale

Bachelor of Science; area of study Media Arts and Animation

PROFESSIONAL MEMBERSHIP

Academy of Television Arts and Sciences, ACM Siggraph, ASIFA

