

D. Ryan Reeb

Sr. Generalist | Rendering | Lighting | Look Development | TD | Modeling | Texture
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PROFESSIONAL EXPERIENCE

2020

BUCK Design // Los Angeles CA

Lighting, Rendering, Model, Texture, misc Generalist Crossy Road game Commercial,
Pitch Deck art, In game environment model, texture, light for app Nifty Sports Game App

2019-2020

IMI Artists // Digital Giant - Downtown Los Angeles, CA

Running footage, car commercial, real time car prep, configurator prep
Generalist | Shot Rendering | Lighting | Texture | Shade | UV Mapping | Modeling | Real
Time support | Artist Lead

2019

Aspect- North Hollywood, CA

Opening Title Design for Apple+ TV series
Generalist | Rendering | Lighting | Animation | Design |

2019

JAMM VFX- Santa Monica, CA

Character Rendering for Disney+ TV Series
Lighting | Rendering | Mantra

2019

Gradient FX- Playa Vista, CA

CG Lead | Space Invaders Mobile Game commercial
Rendering | Lighting TD | LookDev | Comp Nuke

Gentleman Scholar - Culver City, CA

CG Lead on RX Bar Commercial with various shots for different cut downs
Lighting | Rendering | Modeling | Animation

2017-2018

Framestore - Culver City, CA

Advertising department commercial lighting | lookDev
Modeling | Integrated Advertising VR/AR Modeling | Texturing | Unity Support

2017

The Mission Studios - Venice, CA

TBS Opening titles for "Other Space"
Modeling | Texturing | lookDev | lighting | rigging

2017

Luma Pictures - Santa Monica, CA

Spiderman, Thor, Black Panther
Generalist | modeling | texturing | lookDev

2015-2017

Zoic Studios - Culver City, CA

Orville, Arrow, Blindspot, Lucifer Episodic Television
Generalist | texture | lighting | look development

2015

The Mission Studios - Venice, CA

Nike "Huracha" | lighting | Look development
Nike "Snow Day" lighting | modeling | generalist
Chevy "Running footage" | lighting | look development | generalist

2014-2015

Zoic Studios - Culver City, CA

Arrow, Frankenstein, Episodic Television

2013-2014

Bad Robot Productions - Santa Monica, CA

Star Trek theme park ride | Look development lead | texture | modeling | lighting

2013

Method Studios Santa Monica, CA

Beats By Dre, Hercules | generalist

2013

Graphic Film Company Studio City, CA

Night Of the Living Dead 3D Origins | texture lead | look development | lighting

2012-2013

The Mill Culver City, Ca

Samsung Eco Bubble | lighting | modeling | generalist
Chevy Sonic | lighting | modeling | hdri
Dr. Pepper | lighting
Old Spice | modeling | texturing | lighting

2012

Digital Domain Venice, CA

Enders Game | texture

2011

Method Studios Santa Monica, CA

Let Me In | modeling | texturing | tracking

2010-2011

Digital Domain Venice, CA

Thor | texture
Reel Steel | texture

2009-2010

Asylum VFX Santa Monica, CA

Sorcerer's Apprentice | texture | tracking
Terminator Salvation | texture | tracking

2008-2009

Gradient FX Venice, CA

The Box | texture | modeling | generalist

2007-2008

Technicolor Inc

Spyro Game Cinematic | texture lead

2006

CBS Digital Hollywood, CA

Star Trek Remastered | Texture | lighting | tracking | generalist

2005

Double Edge Digital Taipei Taiwan

Minotaur | texture lead

2004

Digiscope Santa Monica, CA

Racing Stripes | tracking | texturing

EDUCATION

Art Institute of Ft. Lauderdale / Gnomon

School of Visual Effects

SOFTWARE PROFICIENCY

Maya, V-Ray, Arnold, Red Shift, Unity, Speed Tree
Substance Painter, Mari, Synth Eyes, Agi Soft
photosynth, Nuke, PTGui, Adobe Suite,

2003 / 2010