

# Ryan B. Pate | 3D Artist

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## SOFTWARE

- Maya
- Mental Ray
- Adobe: Photoshop, Illustrator, After Effects, Premiere
- Shake
- Source: Hammer Editor
- Unreal Engine: Unreal Editor
- Z-Brush
- Linux, Mac OSX, Windows

## EDUCATION & ACTIVITIES

- Savannah College of Art and Design, BFA, Animation, Graduation May, 2008.
- Participation in two student senior films, two group project films and three independent feature length films in which my major roles were: Modeling, Lighting, Surfacing, Rendering, and Look Development.

## PROFICIENCIES

Lighting - Surfacing - Animation - Modeling – Compositing

## EXPERIENCE

- 3D Artist for Cyprian Films NY - New York, NY 2009.  
Responsibilities included: lighting, surfacing, rendering, modeling and texturing, client communication and production team coordination.
- Lighter for Walsh Family Media - New York, NY 2008-2009.  
Responsibilities included: lighting, surfacing, rendering, compositing, and post effects. communication and critique with off-site texture artist.
- Freelance Lighter for Atlantic Motion through Croog Studios - New York, NY 2008.  
Responsibilities included: character lighting and surfacing and render layer management.