Ryan A Lewis

Principle Technical Artist

Ryan A Lewis
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Skill set:

Software Experience
Maya, Zbrush, Mudbox,
Photoshop, Illustrator,
Unity, Unreal,
Substance Designer.

Programming Experience
Python, MEL, PHP, SQL,
CG, Lua, UNIX/Bash,
C#, Perl, Java.

Education:

Computer Science
2006-2012
University of Toronto,
Toronto, Ontario

Diploma, Technical Illustration
1993- 1996
Sheridan College,
Toronto Ontario

Certificate, Classical animation
1993
Ottawa School of Art,
Ottawa Ontario

Summary of Strengths:
- Proficient with a wide variety of Game engines and their philosophy.
- Application of many facets of programming and scripting for the customization and optimization of the gaming processes.
- Extensive experience with a full range of image and design software.
- Over twenty five years of production experience.

Employment History:

Respawn Entertainment (EA) - *Principle Technical Artist* **(**2019-present)
- Conceptualize drive and execute technical art initatives.
- Task and plan for technical art staff on the project.
- Partnering with Artists and engineers to build and develop tools.
- Develop, implement and support pipline workflows.
- Support and Ensure quality creation of live service content.

Electronic Arts (EA) - *Senior Technical Artist* **(**2018-2019)
- Develop procedural workflows for world building
- Support Art team in pipline and tools.
- Research and implement technical solutions.
- Profile, analyze and implement solutions for console performance.

Capcom Vancouver - *Technical Art Director* (2018)
- Task and plan for technical art staff on the project.
- Create and monitor budgets for content and memory.
- Research and implement technical solutions.
- Profile, analyze and implement solutions for console performance.

The Coalition - Microsoft Studios - *Senior Lead MP Technical Artist* (2015-2018)
- Support and lead outsourcing staff.
- Set up strategic partners for success and ensure the results.
- Profile, analyze and implement solutions for getting content to 60 FPS.
- Support post launch DLC for the cycle of the product.

Warner Brothers Games Montreal - *Senior Technical Artist***,** (2011 -2015)
- Provide support for Art staff.
- Profile and Finalize title for shipping.
- Research and implement technical solutions.
- Create substance designer, unreal and hlsl materials.

HB Studios - Technical Artist, Central Art Team (2008 -2011)
- Provide support for Art staff and Animators.
- Research and implement technical solutions.
- Design and build custom tools for pipeline Art staff and Animators.
- Create production pipeline for Sculpting, Modeling and Shading.

Nelvana Animation (CORUS Entertainment) 1996- 2008
2002 - 2008
Enviroment Modeler, Rigger, Character Artist, 3D department
2000 - 2002
Assembly technical director, 3D department
1999 - 2000
Compositor, Digital Compositing department
1996 – 1999
Color key Artist, Background Painting Department