

RYAN HOFFMAN

3D TECHNICAL ARTIST

WORK EXPERIENCE

- Jan 2022 - Present **XR 3D TECHNICAL ARTIST - BSI SOLUTIONS | CHARLOTTE, NC**
- Created 3D visuals and optimization for VR, AR, and MR programs for clients in schooling, medical, and military. This includes texture, lighting, UV optimization and LODs.
 - In charge of project management and team. Managing deadlines and coordination with CEO.
- Feb 2021 - Dec 2021 **3D TECHNICAL ARTIST (CONTRACT) - VILLAGE FEATURES | BLUFFTON, SC**
- Responsible for building 3D environmental models and assets used for architectural.
- Dec 2019 - Dec 2021 **3D TECHNICAL ARTIST (FREELANCE) - UPWORK**
- Responsible for building 3D environments and assets, as well as 3D character models
 - Responsible for UV mapping, texturing, lighting, and rendering 3D environments, assets, and character models.
- Jun 2011 - Aug 2014 **SOLDIER - USAF | KNOBNOSTER, MO**
Military - Armament
- Responsible for weapon loading, diagnostics, and maintenance on aircrafts AC130W, AC130H, AC130U, CV-22, Reaper Drone, Predator Drone, B2
 - Nuclear ordnance maintenance
 - Jammer driver for loading highly explosive ordinance.

COLLABORATIVE EXPERIENCES

- Apr 2018 - Nov 2019 **ENVIRONMENTAL IMMERSION**
Director, 3D Environment Modeler, Creature Modeler
- Apr 2018 - Nov 2019 **HOME OF THE HEART**
Co-Producer, 3D Environment Modeler
- Jan 2018 - Mar 2018 **MONARCADE**
3D Modeler, Lighting Artist

CONTACT

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EDUCATION

Nov 2019 **SAVANNAH COLLEGE OF ART & DESIGN**
SAVANNAH, GA
Master of Fine Arts, Animation

Dec 2016 **UNIVERSITY OF TAMPA**
TAMPA, FL
Bachelor of Fine Arts, Digital Arts

SOFTWARE

- Autodesk Maya
- Substance Painter, Designer
- Zbrush
- Unreal Engine 4
- Unity
- SpeedTree
- Oculus Rift
- TopoGun
- Marmoset Toolbag
- Adobe Creative Cloud