

Ryan Saper

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PROFILE

I am well versed in creating 3D assets for both full production and previs. My goal is to make excellent art with speed and efficiency to accommodate the production demands of any pipeline.

PRODUCTION EXPERIENCE

Modeler

Sony Pictures Imageworks, Vancouver, BC (2014- present)

- Created models for vfx films and cg features
- Modeled a variety of both hard surface and organic assets

Modeler and Texture Artist

Proof-Inc., Los Angeles, CA (2013- 2014)

- *Designed assets for previs including characters, environments and props*
- *Created camera layout and lighting for specific shots*

Modeler – Lead

The Mighty Coconut, Austin, TX (2012)

- Created models for main character, props, vehicles and environments for an animated film called *The Ocean Maker*

Modeler

Collaborative Project, San Francisco, CA (2012)

- Produced models for hero character, creatures, environments and props for an animated short called *Muscle Beach*

Modeler

Collaborative Project, San Francisco, CA (2012)

- Modeled main character for an animated feature called *Landlocked*

Modeler

Collaborative Project, San Francisco, CA (2011)

- Created environment models for vfx shot of city destruction called *No Tomorrow*

VOLUNTEER EXPERIENCE

SIGGRAPH Volunteer, Los Angeles, CA (2012)

Tutor, Phoenix, AZ (2007-2010)

- Gave lessons to students on software such as Maya, Zbrush, and VUE

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SKILLS

Software

- Maya, Zbrush, Mudbox, Vue, UV Layout, Substance Painter, Topogun, Nuke, Keyshot, Mental Ray, Vray, Arnold, Unreal Engine

Additional Skills

- MEL/Python
- Rapid Prototyping/ 3D Printing
- Familiar with LINUX pipelines

ASSOCIATIONS

Association for Computer Machinery, member (2012-Present)

ASIFA San Francisco, member (2010-2011)

EDUCATION

Academy of Art University, San Francisco, CA (2011-2013)

- MFA Animation and Visual Effects Modeling

Arizona State University, Tempe, AZ (2006-2010)

- BFA Digital Art