

Ryan Pacheco

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Personal Summary

I am a highly self motivated and organized creative professional committed to pursuing a long term career in game development. I am a quick learner, and an analytical problem solver who demonstrates a natural creative and artistic ability. I am proficient with a variety of 3D and 2D graphic development software. I am a strong contributor in a hands-on team environment, and can be trusted to follow and execute instructions without supervision. I offer a broad and adaptable skill set, and have proven myself competent in many capacities.

Qualifications

- Fluent in graphic development software with a proven ability to quickly learn and effectively apply new technologies.
- Intrinsic creative talent and keen eye for high quality art and design. Strong technical understanding for 3D art asset creation and optimization, and the High-poly to Low-poly workflow.
- Over three years experience in the games industry, having worked on more than a dozen published titles for multiple platforms. A quick learner and fully committed to professional growth.
- Passionate about games and game theory. Actively play and study games and have a strong understanding of game development and design principles.
- Team player who is trustworthy, reliable and committed to success. Well organized with a strong work ethic.

Software:

3dsmax, Silo, Photoshop, UDK, Illustrator, Zbrush, Crazy Bump, Meshlab, Flash, Torque, Encore, Premiere, Word, Visio, Excel

Employment History

3D/2D Artist / UI Designer, Big Viking Games, 2012

Currently work as a 3D/2D artist, and UI Designer. Responsible for creating game ready assets spanning a variety of artistic styles, for both web and mobile games.

Lead Artist / Designer, Just For Fun Studios, 2009

I worked as Lead Artist, and Game Designer. I created and integrated 3D levels, environment art assets, and textures using a variety of support software; balancing technical requirements and limitations. I managed a team of both in-house and remote professionals and was responsible for the development of art style and all art assets. I helped develop and manage milestone schedules, relaying and acting on all requests from publishers. I was an integral part of the game design and development process; and critical to the completion of the project.

Associate Producer / Lead Artist, Beanbag Studios Inc, 2006 – 2009

I worked as Associate Producer, and Lead and Technical Artist. I created and integrated polished game ready art assets, and all visual effects. I oversaw all art, writing, programming, and sound integration. Managed and directed a team of nearly 30 Professionals. I implemented effective staff and skills management strategies on concurrent projects, spanning multiple platforms, meeting demanding deadlines. I wrote technical documents and managed milestone schedules. I was responsible for resolving problems and troubleshooting a variety of issue on a daily basis.

Professional freelance Graphic and Fine Artist, 2001 - present

Includes owning and operating a clothing label; freelance graphic design and print work; large scale murals; painting; and photography.

References

Ms. Hayley Patterson
CEO
The Ant Firm Inc.
(519) 615-5596

Mr. Jason Kraft
Illustrator
Fuel Industries
(613) 864-3850

Mr. Anthony Joseph
3D Environment Artist
Digital Extremes
(226) 456-7564

Mr. Mark Incitti
Applications Programmer
University of Western Ontario
(519) 457-2734

Mr. Andrew Jiggins
Programmer
Google
(519) 671-5230