

# RYAN BRADLEY

## 3D ARTIST

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### SUMMARY

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I am a motivated and passionate person who has an interest in creating unique and inspiring models or prop assets whether it's for games, animation or Engineering/ Architecture projects. I am extremely committed to my work and I'm known for my dedication to any given task and keeping within my deadlines. I enjoy working in a studio environment and count myself as a team player.

### SKILLS

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- Low and high poly modelling
- Managing a team of Juniors with strong file organisation skills
- Taking 2D designs from concepts to 3D while maintaining a consistent aesthetic
- Ensuring that all models will have the optimal topology and flow
- Creating PBR Materials
- Working effectively to a schedule and sticking to briefs

### SOFTWARE

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- Autodesk 3D Studio Max
- Autodesk MAYA
- Cinema 4D
- ZBrush
- Substance Painter/ Substance Designer/ Adobe Photoshop/ Adobe Illustrator/
- Octane Renderer
- Unity

## EXPERIENCE

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- March 2016 - Present      **Junior promoted to Mid 3D Prop Artist, *AO.com*** <http://ao.com/>
- My current role involves me working alongside other members of the multimedia department who can vary from 3D Artists, Animators and Motion Designers. My role involves me getting sent high quality pictures of multiple appliances/scenes and creating realistic hard surface models of them within 3DS Max & Cinema 4D as well as texturing them in Photoshop/Illustrator while managing a team of juniors. Once checked and signed off by my lead they are then sent to the animators who send the final product to the motion designers.
- March 2015 – March 2016      **3D Developer, *Clicks and Links*** <http://clicksandlinks.com/>
- I was assigned to design concepts and take them through various pipelines. Working as part of a start-up means I have to be agile in my work practices. As such I have produced 2D and 3D art, UI elements, character art and animations for AR and VR applications on various platforms. I am also responsible for liaising with architectural and engineering firms to meet client briefs, specifically in reference to accuracy of 3D designs specifications.
- July 2013 – October 2014      **Quality Assurance, *Traveller's Tales Games*** <http://www.ttgames.com/>
- My duties in QA required me to test and report bugs on games in development which were LEGO Marvel, The LEGO Movie: The Videogame, LEGO Hobbit and LEGO Batman 3. I gained a technical understanding of bug classification, and cataloguing using the bug database JIRA. I also improved my technical communication skills, which are essential when interacting with developers and colleagues. I believe a desire for high standards and a keen eye for detail made me a successful tester.
- 2012 - 2013      **3D Environment & Prop Artist, *Three Stage Studios***
- I worked as the lead environment artist for a student game prototype produced in less than a year. As part of a small team of five students I was responsible for multiple roles. I rigorously play tested levels throughout development while making sure assets were being delivered on time by other team members. I created the overall game aesthetic and delivered many environment and prop assets. We used Unity to produce the game and I became adept at using the editor and accompanying toolchain.

## EDUCATION

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2010 – 2013 University of Salford - First Class Honours, *BSc (Hons) Computer & Video Games*

2008 – 2010 Tameside College - Distinction x3 *IT Practitioners (Software Development)*

## PROJECTS

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3D Generalist, *Clicks and Links* <http://theageofenergy.com/>

The Age of energy is a mobile game which combines gaming and energy efficiency to create a whole new gaming experience. The game is funded by the European Union Seventh Programme for Research, Technological Development and Demonstration. I was in charge of creating and designing the static models and props. This involved me modelling, texturing and creating collision for that given asset before passing it to be used in the game engine. During this process I would actively seek feedback from my Development Manager and the Lead Designer on how I could improve my models and to make sure they fit with the artistic and visual style specified by the client.



3D Generalist, *Clicks and Links*

Transport for London (TFL) was looking to refurbish Victoria Station and wanted to use the Oculus Rift to see what the new designs would feel like in an open 3D environment. I was given the task of being sent down to London to take photographs and measurements of the station to help me get the right scale and feel of the station in the modelling phase. I was in charge of creating the station building from the top floor to ground floor, modelling the outside and inside of a Tube carriage as well as creating the static props which filled the station. Being the only artist on the project, I also had to UVW Map and texture my models and place them within Unity while meeting all my deadlines set by my Development Manager.



3D Prop Artist, *Clicks and Links* <http://www.bdp.com/>

BDP is an architecture firm that wanted to visualise their student flat complex on the Samsung Gear VR and show demos of the space to their clients. Due to technical drawbacks of the phone and the incredibly high poly count of their model, I was in charge of optimising their model as well as modelling furniture they wanted added to the building interior.

## INTERESTS & ACTIVITIES

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In my spare time, I've recently got into 3D Printing and owning my very own 3D Printer. I create/sculpt models for fun which is very enjoyable and I can spend many an hour creating something and taking it through the creative pipeline eventually turning it into something I can hold in my hand! This requires a lot of problem solving along the way, which is part of the learning process, such as where to place supports for the model and what needs the most attention. My goal is to make even bigger models and look into airbrushing.