

CONTACT INFORMATION

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OVERVIEW

I'm a 3D asset creator with seven years professional experience and a first class degree in Game Design. I am currently working as a 3D Prop Artist at AO.com. My day-to-day tasks involve getting sent reference of real-world items and modelling them to professional level for TV Advertisement.

My goal is to move into the games industry as that's where my passion lies. I want to use my creative and technical skills to make high detail assets and turn them into game models which will create rich game worlds.

SKILLS & SOFTWARE

- 3DS Max/ Maya
- Cinema 4D
- Z Brush
- Substance Painter/ Designer
- Adobe Photoshop/ Illustrator
- Vray & Octane
- Unreal & Unity

Low and high poly modelling

Setting up and placing props within scenes

Taking reference and making them into 3D assets

Working effectively to a schedule and sticking to briefs

Collaborating with the wider team

RYAN BRADLEY

3D ARTIST

Work

2016 – Present Mid 3D Prop Artist, AO.com

AO.com is an online retailer selling a wide range of products. I joined AO when the Multimedia department was first established in 2016 and I have helped to shape the department by creating original models which are used across the pipeline for new 3D artists to use and adapt. I was promoted from Junior to Mid and my role consists of creating high-poly assets within 3DS Max and getting them ready for TV Advertisement while pursuing feedback from Leads. My role requires me to work within the wider creative team and deliver assets to deadlines.

2015 – 2016 3D Developer, Clicks and Links

Clicks and Links is a company that specialises in VR and AR. My role was to design asset concepts and take them through various pipelines. Working as part of a start-up means I had 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 was also responsible for liaising with architectural and engineering firms to meet client briefs, specifically in reference to accuracy of 3D designs specifications.

2013 – 2014 Quality Assurance, TT Games

TT is mainly known as the developer of the LEGO games. My duties in QA required me to test and report bugs on games in development. I gained a technical understanding of bug classification, and cataloguing using the bug database JIRA. I also gained an understanding of how a AAA games studio works.

Education

2010 – 2013 University of Salford

First Class Honours, BSc (Hons) Computer & Video Games

My degree consisted of a lot of practical team based work. I specialised as an artist but worked with game designers, other artists, programmers and audio designers. I found the experience to be very valuable and it taught me a lot about game development and working with a team to create game prototypes.

2008 – 2010 Tameside College

Distinction x3 IT Practitioners (Software Development)