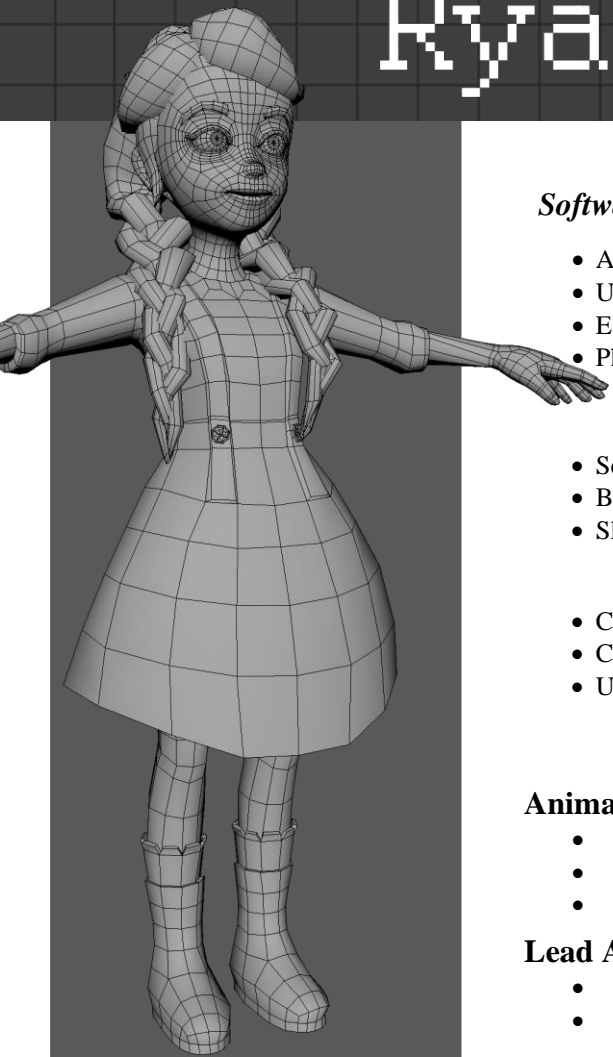


# Ryan Chan

Rigger  
Animator



## Software

- Autodesk Maya
- Unity/Unreal Engine
- Esoteric Spine
- Photoshop/Illustrator

## Professionalism

- Inter-disciplinary communication
- Organized Work
- Give/Receive Critiques

## Other

- Human Anatomy
- Figurative Sculpting
- Mesh Retopology

## Rigging

- Set Driven Keys
- Blend Shapes
- Skin Weighting
- IK / FK Switches
- Spline IK
- Game Engine Ready
- Python/MEL scripting
- Node Editor
- Custom Attributes

## Animation

- Character Physicality
- Character Dialogue
- Understanding the principals of animation.
- Game ready animations
- Looping animations
- Rapid iteration

## Projects

### Animator — *Until You Wake*, 3D Unity Game

September 2020 – December 2020

- Joined a team of 17 people that is later into its development.
- Polishing animations and remaking placeholder animations.
- Reorganized assets spreadsheets.

### Lead Animator — *Lirica*, 3D Unreal Engine Game

September 2019 – July 2020

- Managed animation work between 5 people on a team of 22 people.
- Additional lead responsibilities include asset organization, and coordinating with modelers, riggers and programmers.
- Animated main character and most creatures.
- Rigged a variety of characters and creatures.

### Animator — *CrossBeat*, 2D Custom Engine Game

September 2018 – April 2019

- Animated and rigged 2D Characters with Esoteric Spine.
- Team of 11 people making a competitive rhythm game.

## Experience

### Teaching Assistant — *Various Courses*

September 2019 – April 2020

Assisted with Introduction to 3D Graphics, Introduction to 3D Animation, and Figurative Sculpture. Gave critiques whenever needed and assisted classmates with their work.

## Education

### DigiPen Institute of Technology, Redmond WA — *Bachelor of Fine Arts in Digital Art and Animation*

Graduating April 2021

Specializing in rigging with Maya, with a background in animation. Also knowledgeable in 3D modeling.


### Green River College, Auburn WA — *Associate in Arts*

Graduated March 2017

Started attending during my senior year of high school, focused on mathematics and mechanical engineering until changing my major to fine arts. Graduated with honors.



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