



Leader



3D Animation



Facial Animation



3D MoCap Animation



MotionBuilder
Maya/Mobu
3D Software



Traditional
& Digital
Illustration



Problem Solver



Storytelling

RyanMaesen

3D Character Animator

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Who am I?

I am an Animator with a diverse skill set, specializing primarily in character animation for games. My passion lies in crafting captivating cinematics, where the essence of the story and the personalities within the game truly come to life. Additionally, I find fulfillment in creating engaging gameplay animations.

Over the course of my career, I have taken on leadership roles, guiding teams of animators on various projects. I possess the ability to supervise and produce content across a range of mediums, including games, film, advertising, and television.

Effective communication and a strong ability to follow direction are among my core strengths. As a leader, I inspire and motivate my team to excel, empowering them to contribute their unique talents and creativity. Together, we strive to create the "special sauce" that leaves a lasting impression on our audience.

ACHIEVEMENTS:

Contributed to the development of 6 AAA Shipped Titles.
10+ Mobile Titles across various platforms.
Animated Performances for Film and TV.

WORK EXPERIENCE:

Hewlett-Packard

2008-2010
Art Director
(HP Briefing Room, Team)

Namco Bandai Games

2010-04 2010-09
Animator (Cinematics & Gameplay)
AAA Title: Splatterhouse, 2010

Crystal Dynamics

2010-08 2010-12
Animator (Cinematics & Gameplay)
AAA Title: Tomb Raider, 2013

Crowdstar

2011-01 2012-10
2D/3D Artist
Mobile Title: Final Assassin, 2012
Mobile Title: Wasteland Empires, 2013

Toy Genius

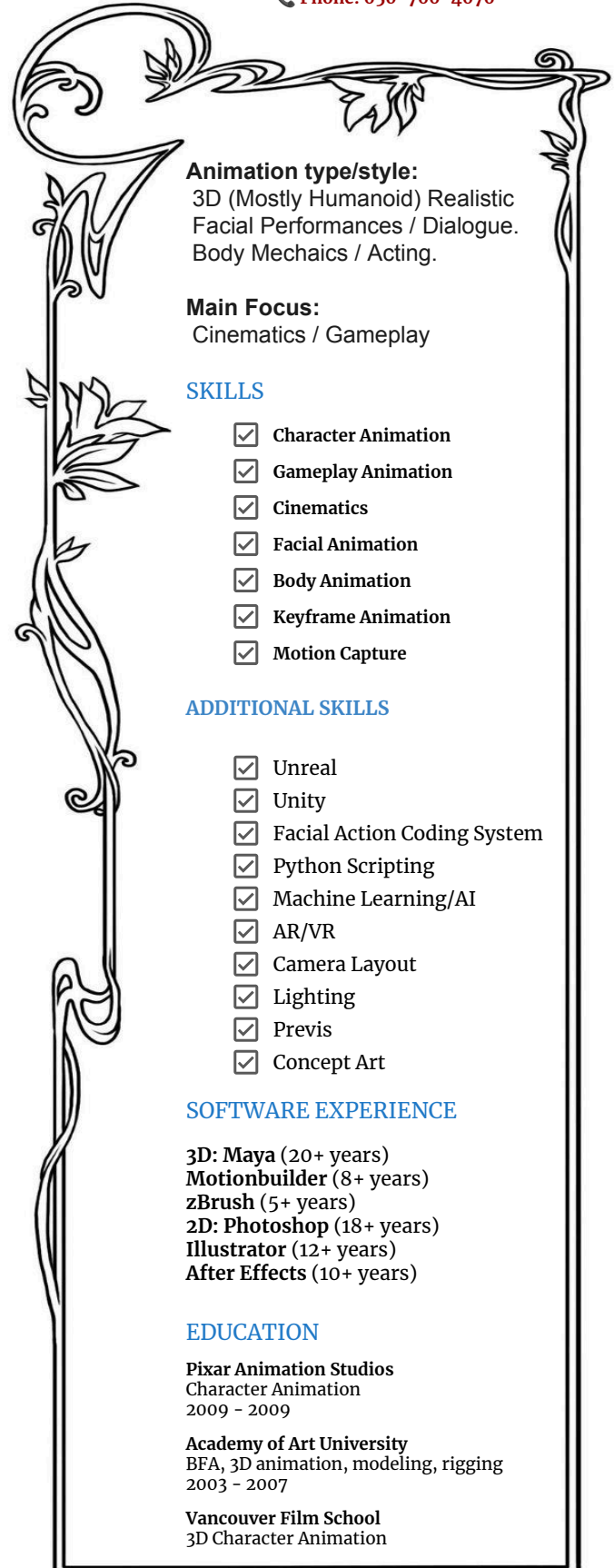
2012-10 2012-10
Lead Animator
Mobile Title: Rod Squad, 2014

Redacted Studio, LLC

2012-10 2015-10
Lead Animator
AAA Title: Afro Samurai 2: Revenge of Kuma, 2015

Lucasfilm, Ltd

2015-10 - 2016-01
Digital Asset Administrator & Sound Asset Administrator
Film Title: Star Wars: Rogue One (Film) 2016



Animation type/style:

3D (Mostly Humanoid) Realistic
Facial Performances / Dialogue.
Body Mechaics / Acting.

Main Focus:

Cinematics / Gameplay

SKILLS

- Character Animation
- Gameplay Animation
- Cinematics
- Facial Animation
- Body Animation
- Keyframe Animation
- Motion Capture

ADDITIONAL SKILLS

- Unreal
- Unity
- Facial Action Coding System
- Python Scripting
- Machine Learning/AI
- AR/VR
- Camera Layout
- Lighting
- Previs
- Concept Art

SOFTWARE EXPERIENCE

3D: Maya (20+ years)
Motionbuilder (8+ years)
zBrush (5+ years)
2D: Photoshop (18+ years)
Illustrator (12+ years)
After Effects (10+ years)

EDUCATION

Pixar Animation Studios
Character Animation
2009 - 2009

Academy of Art University
BFA, 3D animation, modeling, rigging
2003 - 2007

Vancouver Film School
3D Character Animation

Patent2Patent

2016-01 - 2016-04

3D Artist

3D Models/Animation for Patent Creation

Zynga

2016-04 - 2016-06

Animator

Unreleased Title, 2016**Electronic Arts**

2016-07 - 2016-08

Animator

Unreleased Mobile Title, 2016**Soulbound Studios**

2016-09 - 2016-12

Animator

Mobile Title: Chronicles of Elyria, 2016**MZ (Machine Zone)**

2016-02 2017-12

CG Animator

Released Mobile Titles:

Mobile StrikeGame of WarFinal Fantasy XV: A New Empire**Wynn Hotel, Las Vegas**

2018-01 - 2018-04

3D Animator

WB Games, SF

2018-04 - 2018-10

Senior Animator

Mobile Title: Harry Potter: Wizards Unite**2K Games**

2019 05 - 2020 09

3D Animator

AAA Title: NBA 2K21AAA Title: WWE 2K21**Cocomelon**

2020 10 - 2020 12

3D Animator

Title: Cocomelon (TV Show)**Haibu Studio, LLC**

2021 01 - 2021 07

3D Animator

Title: Hiabu (Web Series)**Counter-Punch Studios / SONY**

2021 07 - 2021 10

Character Animator

AAA Title: Horizon: Forbidden West, 2022**Meta**

2021 11 - 2023 04

Human Facial Animator

META Reality Labs

Oculus**Limit Break Studio**

Senior Animator

2023 04 - 2023 08

Unreleased Mobile Title (in production)**Freelance Animator**

2023 09 - Current