

Joseph Ryan

29/4/1987

45 Highfield Rd
Sutton
Surrey
SM1 4JY

0208 642 5679
+44 7986915718

joe@ryanatomy.com



Personal Statement

A highly motivated individual with a vast array of skills comprising of Web Design and Graphic Design, 3D Animation, Film SFX and Editing and Game Creation. Key time management abilities mean dedication to working towards the successful and professional completion of a project; with an enthusiasm to learn new skills, and investigate emerging technologies to broaden his skill set.

I have attended Gaming Industry conventions and conferences to broaden my understanding of the practices of game development from industry professionals. I am interested in opportunities of iPhone App/Game development, and XNA development for the Xbox 360.

I was the Concept Creator, Storyboard Artist, Co – Director, Rotoscope Animator, Editor and Interactive DVD Authorer for my university collaborative SFX film project, 'Face: Redux.'



Education

2006-2009	BA(hons) in Digital Art, Thames Valley University (Kingston College).
2004-2006	A Level's in Art, Photography, Philosophy and Psychology, Kingston College



Previous Employment

Boots Ltd, 2005 – 2009.

4 Years part time working as a Photographic Lab Technician where my duties included –

- Identifying and evaluating customer's needs, guiding them to the best options for their prints.
- Time management and scheduling the
- Lab maintenance and all round knowledge of camera technology and printing Digital, APS and 35mm film.

J Sainsbury's PLC, 2004 – 2006.

Woodcote Green Nurseries Ltd, 2002 – 2004.

Exhibited Work

June 2009 - 'five09' - Penny Smith Gallery, Kingston

In which my work featured heavily including,

'The Climb' – An existential experimental 3D piece exploring the struggles of the human condition.

'Persona' – A commentary on the game playing life of a 'Gamer' using the medium itself to create a narrative using the joiner's technique to meld the differing sessions into one as the player gets lost in the medium.

A triptych film project conjuring atmospheres felt on the daily commute using public transport, each film utilizing a joiner's technique to realise a fragmented and distorted journey.

'Train' – Distant memories held by the spaces we once shared.

'Bus' – The repetition of a journey.

'Night Bus' – Music accompanied piece illustrates melancholy of the night bus home.

'Here Lies Hope' – A Psychological Adventure game using the First Person perspective. The player has to navigate through a house solving environmental and logic based puzzles in the hope of finding a loved one. The demo was playable on the show floor and garnered a positive response and drew quite a crowd.

June 2006 - Penny Smith Gallery, Kingston

'Free Sale' – A photographic series on consumerism. Photographs journaling a travelling community living by the Thames, Kingston, having a 'Free Sale' of found trinkets juxtaposed with the sleek corporate landscape of Kingston's shopping district.

A sculpture of mine was also on display of a wire man, themes of alienation in the city and the paradoxical nature that involves.



Skills

Illustrator	Vector based artwork, Development from Concept Sketches
Photoshop	Graphic Design Work, Texture Creation, UI Development
After Effects	Green Screen, Rotoscoping, SFX
Final Cut Pro	Film Editing.
Cinema 4D	3D Modelling, Animation, Texturing, Game Environments
Unity	Game Development using JavaScript
Coda	HTML and CSS Web Development. Minor JQuery and PHP.
Cubic Connector/ Cubic Converter	QuickTime VR's. Virtual Tours.

You can find my current showreel at - ryanatomy.com



Interests

Listening to and making music playing the Guitar, Violin and Piano.

Animation and Film. Photography. Graphic Novels and Books.

Computer games and computer game culture. Podcasts. Coffee. New Technologies.

I was also in the Young Musicians String Group (YMSG) and the Young Musicians Orchestra (YMO) and in my Parish Sunday Mass Orchestra playing the Violin.