

Ryan Markley

3D Lead / 3D Generalist

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Experience

Splice, Minneapolis, MN | Jan. 2014 – Present | VFX Generalist

- Working on CG for television and film using Maya, Zbrush, Nuke and PF Track.

Falcon's Treehouse, Orlando, FL | Sept. 2014 – Dec. 2014 | 3D Generalist

- Worked on stereoscopic theme park attractions in a true generalist role using Maya, VRay, Zbrush, Photoshop and Nuke.
- Sculpted, textured, shaded, and look developed creatures using Zbrush, Maya, and VRay.
- Used Nuke to integrate and composite footage into stereo CG environment.

Freelance | May 2013 – Sept 2014 | 3D Generalist / CG Supervisor

- As CG Supervisor for the film "Case Number 13," worked with VFX supervisor to lookdev and work shots to director's specifications.
- As 3D Generalist, worked on shorts and TV shows, such as NBC's "Blacklist," in varying capacities: modeling, texturing, rigging.

Scoundrel, Inc., Kingston, NY | Oct 2013 - July 2014 | 3D Generalist

- Modeled, rigged, weighted, simmed, textured, lighted, shaded, animated and rendered 3D assets for integration into feature films using Maya, V-Ray, ZBrush, and Photoshop.
- Created and edited rigid body, cloth, smoke and particle dynamics simulations using Maya ncloth, nparticles, fluids and Fracture FX for Maya.
- Film and TV work includes: "Deliver Us From Evil," "Think Like a Man Too," "How I Met Your Mother," and "Me Him Her."

Worldwide FX, Shreveport, LA | March 2010 - May 2013 | 3D Lead / 3D Generalist

- Instructed, advised and trained junior 3D artists in Maya and Mental Ray for Maya.
- Evaluated strengths and weaknesses of junior 3D artists, and assigned each artist shots or tasks based on those determinations.
- Created 3D assets for integration into feature films using Maya, Mental Ray and ZBrush.
- 3D Tracked camera movement of film footage using Maya, NukeX and Boujou.
- Set up and tweaked stereoscopic camera rigs to match stereo footage.
- Film credits include: "Olympus Has Fallen," "Paperboy," "The Big Wedding," "Texas Chainsaw Massacre 3D," "The Iceman," "Conan the Barbarian 3D," "The Expendables," "The Mechanic," and "Drive Angry 3D."

Education

Digital Animation and Visual Effects School, Orlando, FL | Jan. 2009 – Dec. 2009

Anthro – MeniThings Productions (DAVE School Final Project) | Oct. 2009 – Dec. 2009

- Modeled, detailed and textured title character using Lightwave, Photoshop and ZBrush.
- Used multiple image, normal, and displacement maps in conjunction with Lightwave's subsurface scattering skin shaders to create realistic look.

Skills

- Exceptional problem solving ability.
- Receptive to criticism.
- Versatile skill set, with the ability to learn new skills and software quickly.

Software

- Autodesk Maya
- The Foundry NukeX
- SolidAngle Arnold Renderer
- PFTrack
- Chaos Group V-Ray
- Adobe Photoshop
- Thinkbox Deadline
- Shotgun
- Pixologic Zbrush
- RealFlow
- Autodesk 3DS Max
- Adobe Suite