

The Professional Resume of Ryan Volker

Software Proficiency

Unity Game Engine, Unreal Game Engine, Radiant Game Engine, Vicious Cycle Engine, Maya, 3DSMax, Photoshop & Illustrator, Adobe After Effects, Final Cut Pro, Premier Pro, Pro Tools, Zbrush, Mudbox, Motion Builder, Cinema 4D, Dreamweaver, Light Room, Microsoft Office Suite, Survey Monkey, Dev Track, Jira, Word Press, Sugar CRM, Google Analytics, FileZilla FTP Client, MAC Snow Leopard, Lion, Windows (7) 32 & 64 Bit, XP, Vista 32&64Bit, XBOX 360 SDK, PS3 SDK, Wii (NDEV), PSP SDK.

Education

The Art Institute of California, San Diego

B.S. Game Art and Design - December 2006

Professional History

Encore (May 2011 - Current)

QA/Customer Service – El Segundo Ca. – Perform Full QA testing cycles on all PC and MAC titles sold, developed and produced by Encore. Conduct ESRB, Disk Replication and Third Party Transfer Submissions. Perform a full range of testing including regression, acceptance, integration, functionality, compatibility testing for all games as a part of a structured test cycle over the life of a project; including patches and software updates to various legacy products. Create unique Meta Data tags for over 15000+ art assets utilized by the Print Shop and other online products. Assist with customer returns and other customer related issues. Contribute to many different aspect of a product in the production pipe line. Duties include assisting Marketing and Development Departments in capturing screen shots, rendering and producing videos for advertisements, product trailers and user guides, and reviewing the quality of digital sales material (email blasts) prior to its release. Brands include *Hoyle, Bicycle, Punch!, Nuance (dragon), Roxio, Mavis Beacon, Print Shop, Advantage, Big Fish, and Broderbund.*

Collision Studios (Feb. 2011 – May 2011)

Environment Art/Animation Intern – Venice Beach Ca. - Work with Artists and Producers to create a variety of assets for use in an upcoming game. Software utilized includes the Vicious Cycle Game Engine, 3DStudio Max, and Photoshop on site at Collision Studios.

EEDAR (Electronic Entertainment Design and Research)

(Aug. - Oct. 2009) & (Aug. 2010 – Feb. 2011)

Research Intern - Carlsbad, Ca – Assist Senior and Mid. level Research Analysts as well as the Director of Industry Enrichment Programs with a variety of issues related to the Video Game and Entertainment industries. Assignments included researching and classifying video game features, and attaching assets to game objects in Game Pulse (images, descriptions, ESRB, PEGI, ect.) Key video game features include: genre, protagonist information, and other key game play features like multiplayer and online content. My main focus was Handheld (Nintendo and Sony) and PC/Mac titles in addition to all current generation and legacy console systems (XBOX, PS2, XBOX360, PS3, Wii). All research and development was conducted while using the proprietary tool set developed at EEDAR for the website www.gamepulse.com

Office Duck Inc. (Jan. 2010 - Dec. 2010)

Department Director – Vista Ca. - Actively build and maintain all new and existing customer relationships from our CRM. Establish Marketing campaigns to target specific groups of potential clients. Work directly with our supplier and the Office Duck I.T. department in order to bring our customers the lowest prices on every item we stock. Engage Office Duck in wholesale and large scale procurement contract negotiations. Provide customer support to new & potential clients.

Less Than 3 Apps.com (Nov. 2009 - Jan. 2010)

Modeling/Texturing/Animation – San Diego, Ca. – This is a small business that specializes in Next-Generation Phone Applications.

Peterson Portraits (Nov. 2009 – Ongoing)

Retouch assistant/ IT/Sales – Rancho Penasquitos, Ca. – Responsible for evaluating shots, and taking them from raw to final production (according to the clients specifications), set meeting with potential and current clients, design art and photography assets for the company website, update website, maintain all other computer equipment, and assist with the day to day operations of photography asset production.

Westwood College (Sept. 2008)

Instructor – Upland, Ca. – A four week animation workshop designed to help students currently enrolled in West Wood College's Game Art and Design program improve their 3D animation skills. Topics included Constraints, Introduction to 3D Studio Max BiPed, Rigging a BiPed Character, Walk Run Jump and Sneak cycles (BiPed), and various other animation techniques using Cloth and the Reactor Physics engine in 3DS Max.

Activision Blizzard (Contracted by Volt Services) (Aug. 2007 – May 2009)

(Nov. 2008 – May 2009)

(Central User Technology) Focus Test Moderator - Santa Monica, Ca - Moderate & Report Focus Group Data for Games at Activision. Maintain all game/computer equipment, and all other department resources. Organize and coordinate testing plans with marketing, production management groups and Developers to deliver an accurate representation of the targeted end user's perspective of the game before it's released publicly. Projects include *Prototype, Guitar Hero Metallica, Guitar Hero Smash Hits, Guitar Hero Van Halen, and Guitar Hero 5.*

(May 2008)

Call of Duty World at War (Production Management Group) Animation Specialist - London, England – Cut scene Animation production; contributing parties included Activision *Call Of Duty - World at War* Production Management Group, Treyarch & SPOV.

(March 2008 – Nov. 2008)

Art Services Coordinator - Santa Monica, Ca. - Gather and Retouch screen shot assets, Capture/Edit video, and Render 3D game assets for use in Multi Media, Web, and Print Advertising & Publishing. Projects include *Enemy Territory Quake Wars, Kung Fu Panda, Call of Duty World at War, James Bond Quantum Of Solace, Guitar Hero On Tour, Guitar Hero World Tour, Tony Hawk DS, & Monsters Vs. Aliens.*

(Dec 2007 – Jan 2008)

Art 101 Class Instructor Santa Monica, Ca – An eight week course constructed to teach current employees at Activision the basics of Game Art and Design. Topics included Basic 3D, Animation, Texturing, and Modeling. Programs utilized included 3D Studio Max 9.0, Maya PLE, Zbrush 3.0, Photoshop CS2, and Unreal 2004 & Unreal 3 Game engines.

(August 2007 – March 2008)

Quality Assurance Game Tester - Santa Monica, Ca - *Guitar Hero 3, Guitar Hero Aerosmith, Guitar Hero On Tour* (Wii, PS3, Xbox360, PS2, NDS). Test all parts of the game for Bugs and Log all relevant issues in DevTrack. Also verify bugs fixed or not fixed in new builds until the games is released.