Ryan Jenkins
3D Artist
RyanJenkins3d.com
RyanJenkins3D@gmail.com

Skills

Maya, Zbrush, Blender, 3DS Max, Unreal Engine 4 & 5, Substance Painter, Substance Designer Photoshop, After Effects, Davinci Resolve, Nuke, Arnold, Vray, Renderman, AutoCAD, Fusion 360.

Experience

July 2022 - Current

Frosty Dog Prints, Clawson, MI – *Owner / Lead 3D Print Designer*

- Design and production of original 3D model miniatures for high-quality 3D FDM printing.
- Development of E-commerce brand, website design, SEO, and social media applications for brand management and marketing.

November 2021 - July 2022

Elite Robotics, Macomb, MI – *System Layout Designer*

- Incorporated micro changes to layouts.
- Layout install document creation - viewport, dimensions, callouts, BOM, PDF, DWF, etc.

December 2017 - July 2020

Thr3d, Birmingham, MI – *Lighting Artist*

- Production-quality lighting, material creation, and high-quality rendering of consumer products for marketing purposes.

March 2017 - December 2017

Ford Motor Company, Dearborn, MI – *3D Generalist*

- Creation of production-ready assets for 3D environments.
- Accountable for any task from modeling, UVs, texturing, materials, lighting, and compositing.

August 2016 - January 2017

Amerra, Houston, TX – *Freelance 3D Generalist*

- Responsible for all tasks including, storyboards, modeling, animation, texturing, materials, lighting, rendering, and compositing.

February 2016 - August 2016

Arc Productions, Toronto, ON – *Lighting/Compositing Artist*

- High-quality lighting and compositing quota of shots based on key shots, as well as implementing creative direction from leads and supervisors.

February 2015 - February 2016

Moving Picture Company, Montreal, QC – *Lighting Technical Director*

- Responsible for production lighting, and high-quality rendering of CG scenes.

Education

February 2012 - October 2014

Full Sail University, Winter Park, FL – *Bachelor Of Science In Computer Animation*