

# Ryan Miller: Resume

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## Mission Statement

Ryan is a technical artist and programmer, who since 2007 has been professionally creating games, animation, and interactive works. He's on a mission to build great games & help others do the same.

## Experience (abridged)

2015-2020

Technical Director & Co-Founder

Reptoid Games

- Responsible for all Game Programming, 3D Graphics, and IT Management.
- Involved in Game Design, Project Management, Business Management, HR and Training.
- Shipped the award winning "Fossil Hunters" game on modern consoles and PCs.

2012-2015

College Professor

Durham College

- Part-Time / Sessional Professor in Game Art and Animation.
- Taught courses in Modelling, Surfacing, Digital Painting, Design, and Programming.
- Designed and updated Course Outlines to keep up with industry standards.

2010-2015

Freelance Game Services

Conjured Graphics

- Worked on contract basis for projects from companies such as Secret Location, the Canada Wildlife Federation, the Government of Canada, Xenophile Media, Digital Howard, and more.
- Managed small to medium size projects, offering Project Management, Coding, Design, and Art services. Worked independently as well as on teams, depending on the project.
- Worked with software such as Unity3D, Unreal Engine, Autodesk Maya, and Adobe Suite.

2008-2009

Lead 3D Artist

bitHeads

- 3D Artist and Level Designer for an online multiplayer conferencing tool built with Unreal Engine
- Responsible for creating attractive and performant Unreal environments from concept material.

2007-2008

Digital Composer

Mercury Filmworks

- Implemented effects such as glows, blurs, color correction, and VFX for half a dozen children's cartoons.
- Worked with Toom Boom Harmony, After Effects and Blackmagic Fusion

## Skills

Unity3D

C#

Autodesk Maya

Digital Animation

Texturing

3D Modelling

Surfacing

Teaching

Optimization

Design

## Recommendations

Gary Chapple, Animation Program Coordinator at Durham College

*I have known Ryan Miller since 2004, when he was a student of mine, right up until now, as a faculty member at Durham College. I have always found Ryan to be a leader, to be adaptable, open to suggestions, and very positive with whatever he is involved with, a good team player. He has always been very thorough and detail-oriented. I have confidence when Ryan sets out to do something it will be done, and done well. And Ryan is always up-to-date with the latest trends & technology in this field. As a teacher, Ryan is respected and liked by students and other faculty. I have no hesitation in recommending Ryan for any position he might seek.*

Alex Mayhew, Augmented Reality Director at Impossible Things

*Having worked as a creative director in interactive media, transmedia and game design for over 20 years, I have collaborated with many different developers and programmers. As a result I can confidently say that Ryan is a very rare and special breed. Not only is Ryan an impressive coder, but he has a background in animation which is a huge advantage when it comes to developing visually rich interactive properties. This ability to deeply integrate high levels of functionality into complex visual and animation systems is so very welcome and so outside of the norm. Professionally, he is a real delight to work with. He is very easy to get on with, listens and is very respectful of other peoples opinions. He is a 'can do' developer bringing a positive attitude to any task and always full of creative solutions, I can not express how refreshing this is. He take deadlines very seriously, and he REALLY cares about the work he is doing putting his all into it. It is never about delivering the minimum requirement as I have seen so many times before. Ryan always delvers with refinement and attention to detail. He always pushing the quality of the work making sure it reaches it's full potential. I am so impressed by Ryan, I really can not recommend him enough.*

Christoffer Pedersen, Character Rigging Supervisor at Walt Disney Animation Studios

*Ryan is always eager to learn new skills as well as share with colleges. He has a wide skill set, and brings a high level of dedication to his endeavors. His "can do" attitude combined with this strong knowledge base makes his a good leader.*

Arn Hyndman, Cloud Foundation Services at IBM Canada

*It has been a pleasure to work with Ryan - he is easy going and yet always professional. Most importantly, the work he has produced created that rare "wow - totally exceeded my expectations" reaction. I would be happy to work with Ryan again... anytime.*

References are available upon request