

Ryan J Batcheller

3D Artist

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Summary

3D Artist with over 10 years of experience creating immersive environments and assets for games and interactive media. Skilled in modeling, texturing, lighting, and shader development with strong knowledge of Unreal Engine and Unity pipelines. Combining artistic creativity with technical expertise to optimize assets for performance while maintaining visual quality.

Skills

Maya, Blender, ZBrush, Photoshop, Unreal Engine, Unity, 3DCoat, Substance Painter, Substance Designer, Illustrator, Marmoset, Shader Graph, JIRA, Perforce

Experience

- **Atlas Reality, Inc. — 3D Artist (Contract)**

Jul 2025 – October 2025

- Designed and modeled optimized 3D structures and props for mobile platforms with a focus on performance and aesthetics.

- **Toddland / Microsoft — Digital Illustrator (Freelance)**

Jun 2025 – Jul 2025

- Illustrated exclusive Minecraft merchandise for Comic-Con 2025 including enamel pins and T-shirts.
- Designed booth layouts, wall panels, and prop décor for the event.

- **Disney Experiences — Technical Artist (Contract)**

Jun 2024 – Dec 2024

- Maintained visual fidelity of optimized art assets focusing on artistic and technical aspects of development.
- Created art content for Play Disney Parks and Disney Uncharted Adventure apps.
- Developed shaders and optimized 3D assets for performance.

- **Virtual Screams — Environment Artist (Fortnite UEFN)**

Apr 2024 – June 2024

- Designed and built battle arena multiplayer maps with focus on creativity and player experience.
- Produced concept art, modeled polygon assets, and applied PBR texturing.
- Built modular asset kits for efficient Unreal Engine workflow.

- **Virtual Temple of the Forbidden Eye (VR) — Creative Lead / 3D Artist**

May 2023 – Apr 2024

- Led creative vision for a VR recreation of Disneyland's Indiana Jones Adventure attraction.
- Oversaw art pipeline, optimized 3D assets, shaders, and materials.
- Implemented lighting and effects using Unity's Timeline and Shader Graph.
- Produced development and marketing videos documenting the creative process.

- **JumpStart Games — Art Lead / Outsource Manager**

Jan 2013 – May 2023

- Collaborated with DreamWorks to bring How to Train Your Dragon to life as an MMO.
- Managed internal and external art teams, ensuring consistent art style and platform performance optimization.
- Created environment art, textures, lighting, and seasonal themes for mobile and PC builds.
- Wrote art pipeline documentation and optimized workflows with the Technical Director.

Education

California State University, Fullerton — BFA, Entertainment Art / Animation

Gnomon School of Visual Effects — Environment Art for Video Games