

Ryan J. Batcheller

3D Environment Artist

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Professional Summary

Senior 3D Environment Artist with over 15 years of experience developing real-time environments, live-service content, VR experiences, and mobile-optimized assets for games and interactive entertainment. Specialized in environment optimization, modular world building, real-time rendering, shader workflows, lighting, and cross-functional art pipeline development across Unreal Engine, Unity, and UEFN.

Proven history leading environment art production, managing outsourcing workflows, optimizing assets for mobile and VR platforms, and collaborating with art directors, engineers, designers, and production teams in agile development environments.

Software & Tools

Maya • Blender • ZBrush • Photoshop • Illustrator • Substance Painter • Substance Designer • 3DCoat • Marmoset Toolbag • Unity • Unreal Engine • Unity Shader Graph • UEFN • Roblox Studio

Professional Experience

Senior 3D Environment Artist / Technical Artist

Virtual Screams — Costa Mesa, CA | 2023 – Present

- Develop multiplayer battle arena environments and gameplay spaces using UEFN and Unreal Engine workflows.
- Create modular environment asset kits optimized for real-time rendering and gameplay readability.
- Design greybox layouts, environmental concepts, and production-ready PBR assets for multiplayer experiences.
- Implement environment optimization workflows focused on performance budgeting and asset reuse.
- Collaborate across design and development disciplines to improve player navigation and environmental storytelling.

Technical Artist (Contract)

Disney Experiences — Glendale, CA | 2024

- Supported development and optimization of real-time assets for the Play Disney Parks application.
- Diagnosed and repaired complex shader systems for the Disney Cruise Line Uncharted Adventure experience.
- Collaborated with engineering and production teams to support game engine integration and performance requirements.

Project Lead / Environment Artist

Virtual Temple of the Forbidden Eye (VR) — Costa Mesa, CA | 2023 – 2024

- Led development of a VR recreation inspired by the Indiana Jones Adventure attraction at Disneyland.
- Directed environment art production, shader integration, lighting workflows, and technical implementation.
- Rebuilt rendering workflows using Unity URP and Shader Graph systems.
- Optimized real-time assets, shaders, and materials for VR performance targets.
- Designed cinematic sequences and effects using Unity Timeline and real-time lighting systems.

Art Lead

JumpStart Games / DreamWorks Animation — El Segundo, CA | 2013 – 2023

- Led environment art production for the How to Train Your Dragon MMO franchise in collaboration with DreamWorks Animation.
- Managed internal art scheduling and coordinated external outsourcing vendors within agile production pipelines.
- Developed stylized game environments, seasonal live-service content, lighting setups, and modular environment assets.
- Collaborated cross-functionally with art directors, designers, programmers, and technical leadership teams.
- Optimized shaders, textures, and assets for cross-platform mobile deployment.
- Created technical documentation and workflow standards supporting asset pipeline management.

Education

- Bachelor of Fine Arts (BFA), Entertainment Art / Animation — California State University, Fullerton
- Environment Art for Video Games — Gnomon School of Visual Effects
- Sorcerer's Apprentice Workshop — Walt Disney Imagineering