

Ryan J Batcheller

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3D Environment Artist

As a 3D Artist, I specialize in creating art assets for video games and VR experiences within fast-paced and agile pipelines. With over 18 years of experience in the video game industry, and over 12 shipped games, I have developed a strong skill set in 3D asset creation, optimization, and implementation into the Unity and Unreal game engines.

Software Knowledge MAYA • BLENDER • ZBRUSH • PHOTOSHOP • UNITY • UNREAL
• 3DCOAT SUBSTANCE PAINTER • SUBSTANCE DESIGNER • ILLUSTRATOR • xNORMAL
MARMOSET TOOLBAG • JIRA • PERFORCE • MIRO

Game Development Experience

Virtual Screams – Costa Mesa CA

Environment Artist – Crypt Arena - Fortnite UEFN

April 2024 – Currently in development

- Creating engaging battle arena multiplayer maps for Fortnite with a blend of creativity, strategic thinking, and attention to player experience.
- Designing concept art for the level theme, grey box layout, and creating final art assets.
- Modeled high quality polygon assets textured with PBR texturing
- Building modular assets maximizing opportunities for reuse and technical efficiency in unreal engine.

Virtual Temple of the Forbidden Eye (VR) – Costa Mesa CA.

Creative Lead / 3D Artist - May 2023 - currently in development

A fan recreation of the Indiana Jones Adventure Attraction, Temple of the Forbidden Eye at Disneyland in Anaheim California designed as a virtual reality experience.

- Collaborated with a cross-functional team to effectively communicate the creative vision.
- Oversaw art pipeline of high quality art assets using PBR texturing.
- Optimized 3D assets and materials for best performance.
- Setup Lighting for both real-time and baked lighting effects.
- Animated and designed all effects and sequences using unity Timeline.
- Edited and produced production videos to engage viewers on development process.

JumpStart Games - El Segundo CA.

Art Lead / Outsource Manager - School of Dragons (MMO) - DreamWorks

January 2013-May 2023

- Collaborated with Dreamworks to envision How to Train your Dragon as an MMO.
- Oversaw scheduling of internal art team and art outsourcing vendors in an agile system.
- Collaborated with Art Director and Designers to produce assets that fit the movie art style.
- Wrote and curated art pipeline procedure documents and art schedules for team review.
- Designed, modeled, Textured, and set up lighting for environments and seasonal themes.

- Designed and illustrated concept art, overseeing art direction for outsourced art assets.
- Worked closely with the Technical Director to optimize art to run on mobile platforms.

Art Lead - Math Blaster (*online MMO - Unity*) **December 2010 - December 2012**

- Tasked with reimagining the world of the Math Blaster character for a new MMO
- Oversaw scheduling and communication of art team and art outsourcing vendors
- Modeled, textured, and set up lighting for environments based on level gameplay

Environment Artist | Jumpstart Games Oct 2005 - Dec 2010

JumpStart (*Nintendo Wii*) **JS Preschool - Adventure Island - JS Sports**

- Reworked and optimized various JumpStart Games art for porting to the Nintendo Wii.

World Of Madagascar - DreamWorks (*online MMO*)

- Collaborated with Dreamworks to include the Madagascar characters into JumpStart.
- Built worlds based on New York Zoo and various Madagascar film locations.
- Duties included grey box layouts, modeling, texturing, and world lighting.

JumpStart World (*online MMO*)

- Envisioned new themed world layout designs and area fun zones along with designers.
- Provided services of concept art, modeling, texturing, scene layout, and world lighting.

JumpStart World K-2nd Grade (*PC*)

- Modeled and textured themed worlds based on designer layouts and art direction.
- Designed and decorated interior room props and furniture.
- Provided concept art for character design of the villain Color Meister.

Math Blaster: in the Prime Adventure - (*Nintendo DS*)

- 3D Artist - 3D assets and spaceships in outer space shooter sequences.
- 2D Pixel Artist – 2D sprites and backgrounds for touchpad gameplay levels

Virtual Screams - Costa Mesa CA. 2012 – 2018

Virtual Screams is a unique horror themed brand that focuses on terrifying and immersive experiences for VR platforms.

Creative Lead / 3D Artist - *Phobos Labs VR Demo*

- Presented demos at Midsummer Scream and Scare LA Halloween Conventions
- Recruited a cross-functional team of peers to quickly solve issues and iterate on projects.
- Managed project pipeline to deliver demo within a short production timeline.
- Designed and modeled assets and environments for various experiences.
- Spearheaded creative and operational planning for VR presentations at trade shows.

Education

CSUF – BFA – Entertainment Art / Animation

Gnomon – Environment Art for Video Games

Disney Imagineering Sorcerer's Apprentice Workshop – Storyboards and Concept Art