Ryan J Batcheller

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Costa Mesa CA

3D Environment Artist

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Specializing in crafting immersive worlds and dynamic visuals for video games and AR/VR experiences, I thrive in fast-paced, agile pipelines. With a deep command of 3D asset creation, optimization, and engine integration, I bring environments to life in Unity and Unreal, seamlessly blending technical precision with artistic vision.

Software Knowledge *MAYA • BLENDER • ZBRUSH • PHOTOSHOP • UNITY • UNREAL • 3DCOAT • SUBSTANCE PAINTER • SUBSTANCE DESIGNER • ILLUSTRATOR • MARMOSET • UNITY SHADER GRAPH • JIRA • PERFORCE*

Game Development Experience

Virtual Screams – Costa Mesa CA
Environment Artist – Crypt Arena - Fortnite UEFN
(January 2025 – Currently in development)
• Creating engaging battle arena multiplayer maps for Fortnite with a blend of creativity, strategic thinking, and attention to player experience.
• Designed level grey box layout, illustrated concept art for the level theme, and modeled high quality polygon assets textured with PBR texturing.
• Building modular assets kits maximizing opportunities for reuse and technical efficiency in unreal engine.

Disney Experiences – Glendale CA
Technical Artist – Contract *(June 2024 – December 2024)*
• Responsibilities included maintaining visual fidelity of optimized art assets with a focus on artistic and technical aspects of development.
• Art creation and content development for the Play Disney Parks app
• 3D art asset creation and shader development for Disney Uncharted Adventure app.

Virtual Temple of the Forbidden Eye (VR) – Costa Mesa CA.
Creative Lead / 3D Artist - (May 2023 – April 2024)
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 for the implantation of the attraction into VR.
• Oversaw art pipeline of high-quality art assets using PBR texturing.
• Optimized 3D assets, shaders, and materials for best performance.

• Set project to use URP in unity and rebuilt shaders in shader graph.
• 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 and document the 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 resources and external art outsourcing vendors to meet deadlines in an agile system.
• Collaborated with Art Director, Designers, and Programmers to produce assets that fit the art style of the films and meet mobile platform tech limitations.
• Wrote and curated art pipeline procedure documents for art tools and processes.
• Designed, modeled, Textured, and set up lighting for environments and seasonal overlay 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 *(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 Pet Rescue (Nintendo Wii)
- JumpStart Escape from Adventure Island (Nintendo Wii)
- JumpStart Get Moving Family Fitness (Nintendo Wii)
- JumpStart Crazy Karts (Nintendo Wii)
- World Of Madagascar - DreamWorks (online MMO)
- World Of Jumpstart (online MMO)

Education

CSUF – BFA – Entertainment Art / Animation
Gnomon – Environment Art for Video Games
Disney Imagineering Sorcerer's Apprentice Workshop
Storyboards and Concept Art