

# Ryan Batcheller

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## *Environment Artist*

Costa Mesa CA

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### **ENVIRONMENT ARTIST**

As a 3D Artist/Illustrator, I specialize in creating art assets for video games and VR experiences within fast-paced and agile systems. With over 18 years of experience in the video game industry and 12 shipped games I have developed a strong skill set in concept design, modeling, world design, texturing, and realtime/baked lighting.

**Software Knowledge** MAYA, BLENDER, ZBRUSH, PHOTOSHOP, UNITY, UNREAL, 3DCOAT, SUBSTANCE PAINTER, SUBSTANCE DESIGNER, ILLUSTRATOR, xNORMAL, MARMOSSET TOOLBAG, JIRA, PERFORCE, MIRO

## **Work Experience**

### **Virtual Screams – Costa Mesa CA**

#### **Environment Artist – Reaper Temple Arena- Fortnite UEFN**

##### **April 2024 – Currently in development**

- Created a new map for Fortnite using the Unreal editor for Fortnite UEFN
- Designed level layout with greyscale geometry to iterate for gameplay
- Modeled and textured with PBR Texturing
- Environment setup with Modular themed assets used for building the level layout

### **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 for 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.
- Storyboarded and produced videos to engage viewers

### **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
- Designed world layouts and illustrated concept art for new environments
- 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