Ryan Radtke

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Skills

Unity, Unreal Engine 4	**Autodesk Maya/Max**
Z-Brush, Blender, Fusion 360	**Substance Painter/Designer**
Adobe Photoshop/Illustrator, Traditional Art	**Perforce**

Industry Experience

Liquid Development LLC, Keywords Studios: 3D Artist

March 2021- Current

▪ Working remotely with team leads and Art Director to produce video game art assets and edit artwork being imported from other remote studios and outsourced team members.

Redremptive Innovations Ltd.: Video Game Artist and Co-Founder, *Fragile Tower*

Jan 2017 – June 2019

▪ Co-founded the small indie team to publish our own mobile games. Worked closely with all departments of the team to create game assets, 3D models, assemble game elements, monitor art production throughout the pipeline, and communicate remotely to achieve milestones.

Hardsuit Labs Inc.: Environment Artist Intern: *Vampire: The Masquerade - Bloodlines 2*

Nov 2017- Feb 2018

▪ Created environment assets to fill in vast levels, designed PBR based textures in Substance, and worked closely with Art Leads to optimize 3D scenes and textures. Communicated with outsource artists to maintain a consistent art theme.

Flexasoft: Video Game Tester

Feb 2016 - Jan 2017

▪ Bug testing for various Xbox game titles through Microsoft partnership with Flexasoft. Working independently to document and report any bugs or issues to best aid the development team.

Freelance Concept Artist: Fischella Project

   June 2016 – July 2017

   ▪ Consulted remotely with clients to design and build mechanical pieces to be 3D printed, with a primary focus on mag-lev technologies. Worked in Fusion 360 and Photoshop.

Published Projects

Fragile Tower, Redremptive Innovations Ltd. 2018

   Mobile Arcade Game released on the Google Play Store December 2018, soon to be on Apple.

Vampire: The Masquerade - Bloodlines 2, Hardsuit Labs Inc.

   Initial release date set for 2021. RPG created by Hardsuit Labs Inc. and Paradox Interactive for PlayStation 4, Xbox One, and Microsoft Windows.

Academic Projects

Quattour Elementum: Environment Artist 2017

   VR indie project demoed at PAX 2017 at The Art Institute of Seattle. Created concept sketches, modeled environment assets in Autodesk's Maya 2016, and arranged in Unity Game Engine.

Project Oracle, Element Zero: Environment Artist Dec 2015 – June 2017

   3rd person arcade style puzzle game. Worked with a small team in Unreal Engine 4, building various futuristic 3D assets. Featured at PAX 2017.

Education

The Art Institute of Seattle - Seattle, WA September 2017 Bachelor of Fine Arts in Video Game Art and Design