

Ryan Hoss

FX Artist/Level Designer

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SKILLS & ABILITIES

Level Design Tools (Unreal Development Kit w/Cascade, Matinee, Lightmass, Kismet)
3D Applications (Autodesk Maya, Mudbox)
Art/Compositing Software (Adobe Photoshop, Illustrator, InDesign, Dreamweaver, After Effects)

EDUCATION

Master of Science, Digital Media
East Tennessee State University, Johnson City, TN Expected May 2012

Bachelor of Science, Digital Media
East Tennessee State University, Johnson City, TN Graduated May 2010

- Major: Digital Interaction
- Honors: Cum laude, Dean's List for six semesters, Runner-up in 2010 SIGGRAPH art competition
- Related coursework: Project Development, 3D Modeling, Lighting & Rendering, Unreal Engine, Color Theory, Technical Communication, Technical Direction

EXPERIENCE

Game Development Projects

- *Remnant* (Spring/Summer 2010)
 - o Duties: As a senior member of a graduate student's game production team, I participated in a pre-production class, developing gameplay elements and researching game engine FX. In the following production class, I was solely responsible for creating all the game's FX, by meeting specific objectives, deadlines, and design specifications from the project director.
- *Stonegate* (Spring 2010)
 - o Duties: As a member of a four-person production team, I was primarily responsible for the FX work in the level using Unreal Cascade. Created fire, smoke, and magical spell effects. Created interactive chains using the physics asset system, modeled and textured environment assets such as static chains, candles with flickering flames, wall lamps, ground torches, and chandeliers. Also produced game design documentation.

Leadership Experience

- *Principals of Interaction* (Spring 2011)
 - o Duties: As a substitute instructor for a Sophomore-level digital media course, I oversaw the progress of the students' final project using the UDK. For two weeks, I provided one-on-one assistance as well as lectures on game development topics.
- *Blind Faith* (Fall 2010)
 - o Duties: As the project director for a 9-member game design documentation team, I oversaw the progress of the management, writing, and concept art sub-groups. Created game concept as well as edited, compiled, and presented the final game design documentation.

REFERENCES AND PORTFOLIO

Available upon request. Limited portfolio examples available from www.ryanhoss.com