



RYANUMOTOY

GAME ARTIST + ILLUSTRATOR

925.550.6069 • RYAN.UMOTOY@GMAIL.COM • WWW.RYANUMOTOY.COM

EXPERIENCE

Playees Inc | Nov 2010 - Present

Lead Game Artist

- Visual content and UI designer for Gum Drop!
- Gum Drop! reached #64 on Top Paid apps, was on "Whats Hot" list, published by Chillingo
- Worked on game content, characters and environments
- Created animation sequences using Flash, After Effects, and Illustrator

Grizzly Panda, LLC | Aug 2009 - Nov 2010

Art Director & Co-Founder

- Game design and concept development for iOS platform: Cool Curlings and Pocket Soccer
- Cool Curlings reached #3 in Top Free downloads on the Apple App Store
- Worked on character and environment designs
- Created animation sequences using Flash and Photoshop

Digital Monkey | Mar 2008 - April 2008

Second Life Instructor at Digital Monkey

- Tutored students in modeling and texturing techniques for Second Life Environment
- Taught prim manipulation, Photoshop techniques for texture creation, basic 3dsMax skills to manipulate and create sculptie prims

Game Art Teacher Assistant | Jul 2007 - Aug 2007

Assisted and Substitute Teacher

- Taught 3ds Max, basic Photoshop and After Effects to high school students participating at the Academy of Arts Summer Art Experience
- Helped guide students in creating game art assets
- Co-developed course module for creating 3d low poly game characters and turn table setup animations

Magellean Interactive | May 2006 - Aug 2006

Lead Modeler and Texture Artist

- Co-developed low poly character models and props for a 3d cell phone game
- Created main characters texture pages
- Assisted in creating the games style direction

College Group Collaborative | Jan 2005 - Jun 2005

Lead Art Director for "Gamut CP"

- Developed concept work, allocated work between the modelers, produced and maintained milestones for the game development team
- Maintained consistency between the artists in the team
- Created main character, menials, boss character, and final level
- Created most game animation content

EDUCATION

Academy of Art University, California | December 2005

Bachelor of Fine Arts in 3D Animation + Game Design

SOFTWARE

- 3D Programs: 3ds Max + Maya
- Adobe Creative Suite: After Effects, Flash, Illustrator, + Photoshop