

Ryan Chan

Technical Artist

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Software

- Autodesk Maya
- QT Designer
- Perforce
- 343i Internal Game Engine
- Faceware Analyzer
- Faceware Retargeter
- Unreal Engine
- Unity
- Spine 2D

Skills

- Rigging
- Scripting (Python, Mel)
- Facial Motion Capture
- UE Blueprints
- 3D Modeling
- 2D/3D Animation
- 2D Rigging
- Experience with Csharp and LUA

Professional Experience

***Halo Infinite* — 343 Industries — Jr. Character Technical Artist**

May 2021 - Jan 2023

- Created and maintained Halo's NPC character assets for both gameplay and cinematic pipelines.
- Worked on pipelines involving:
 - Rigging characters and props
 - Skin weighting
 - Hair simulation
 - Asset integration into the game engine
 - Blendshapes integration from studio partners
- Contributed to updates to the rig packaging tool.
- Created and updated internal maya scripts.
- Processed motion capture data.
- Worked on initial release content, then seasonal content.

Academic Experience

***Until You Wake* — DigiPen Game Project — Animator**

Sep 2020 - Dec 2020

Joined a team of 17 people that was later into its development. Polished and remade placeholder animations made in the previous semesters. Only animator during the polishing phase of development.

***Lirica* — DigiPen Game Project — Lead Animator**

Sep 2019 - July 2020

Managed animation work between 5 people on a team of 22, animated the main character and rigged a variety of creature NPCs. First Semester focused on pre-production and rapid prototyping. Second semester was focused on main development, polish, and shipping the game.

***Teaching Assistant* — DigiPen — Various Courses**

Sep 2019 - April 2020

Assisted with Introduction to 3D Graphics, Introduction to 3D Animation, and Figurative Sculpture. Gave critiques whenever needed and assisted classmates with their work.

Education

DigiPen Institute of Technology, Redmond WA

Graduated April 2021

- Bachelor of Fine Arts in Digital Art and Animation

Green River College, Auburn WA

Graduated March 2017

- Associate of Arts