



RYAN YEE

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Objective: To create believability through character, environment, color and lighting design.

Education: Graduate with honors Art Institute of Phoenix September 2006,
Bachelor of Arts degree in Media Arts & Animation

Skills: * Maya * Animo
* Flash * Photoshop
* Zbrush * Illustrator
* Painter * After Effects
* 3DS Max * Traditional and Digital painting
* Dreamweaver * Manual and Digital Photography

Affiliations: SIGGRAPH Conference LA 2006
Gnomon Workshop
+ Feng Zhu
+ Ryan Church
+ Dylan Cole
Sony Imageworks Life Drawing
+ Carl Gnass

Experience:

February 2008 - Now
5th St Rollers
Graphic Designer for promotional flyers.

December - January 2007
ASU State Press
Magazine Stylist, Fashion consultant

April-July 2006
Fat Cat Animation- Intern
Digital Ink and paint
Utilized the program 'Animo'

June-July 2006
"My Friend Pete" AIPX
Art Director,
In charge of visual development, color keys, storyboards, character modeling and animation

Awards: 2006

"Best Graduate Portfolio" Instructor choice selection.
"Best Graduate Portfolio" Student choice selection.

2005

'Exploring Character Design'
Featured character designs in Student art selection.
Thomson Delmar Learning, written by: Kevin Hedgpeth and Steve Missal

2004

"Best in Show"
The Art Institute of Phoenix Student Art Showcase.