

RYAN JEWELL

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Las Vegas, 7568 Alexander Hills St. 89139

LEAD ENVIRONMENT ARTIST

A highly experienced and accomplished lead environment artist with a proven track record of success in creating and managing high-quality art assets for video games. Expertise in art outsourcing, pipeline development, and training. Skilled in 3D modeling, lighting, and world-building, with a strong focus on optimizing performance without sacrificing visual fidelity. Passionate about pushing creative boundaries and delivering compelling environments that enhance player experience.

AREAS OF EXPERTISE

3D Asset Creation | Texture Mapping | Environment Design | Asset Optimization | Pipeline Development | Training and Development | Art Outsourcing | World Building | Lighting and Shading |

TECHNICAL SKILLS

Maya | Blender | Photoshop | Multiple Game Engines | Zbrush | Substance Painter | Substance Designer | Shotgrid and P4 | | 3D modeling and Texturing

RELEASED TITLES

Death Stranding | Marvel Spider-Man | Marvel Spider-Man: Miles | Morales | Returnal | The Last of Us Part I | God of War | Uncharted 4 | Days Gone | MLB The Show 14 | MLB The Show 17 | MLB The Show 22 | MLB The Show 23 | Unreleased Project | Unreleased Project

PROFESSIONAL EXPERIENCE

SONY INTERACTIVE ENTERTAINMENT, San Diego, California

2014 - 2024

Lead Environment Artist, 2015 - 2024

Advanced from an entry-level artist to a lead environment artist specialized in creating and overseeing a global network of internal and external teams through the artistic creation of various video game environments.

- Created and provided feedback on thousands of art assets, both to internal teams and external vendor teams from around the world.
- Developed standardized training curriculum and videos that have improved the skills of over 50 internal new hires.
- Traveled internationally to provide in-person training and guidance to art outsourcing teams and various studios, fostering a cohesive and globally aligned approach to art asset creation.

Scan Artist, 2014 - 2015

Worked with scan data of professional athletes and famous actors and contributed to bringing in their likeness into multiple games allowing for on time releases.

- Retopologized scanned facial data of over a hundred baseball players to create high-quality, low-poly 3D models for use in video game characters in the MLB The Show franchise.
- Matched scanned facial expressions to blend shapes and facial animation systems for both God of War and Uncharted 4.

SONY ONLINE ENTERTAINMENT, San Diego, California

2014 – 2014

Intern

Created assets and textures for an upcoming release on their Everquest series under the guidance of their lead art director.

- Conceptualized and designed a section of an environment. Built assets from other artists' concepts.
- Modeled, UV mapped, and textured multiple assets for 3 different environments in addition to in-game item sales.

THE ART INSTITUTE, San Diego, California

2013 - 2014

Student Tutor

Assisted the learning of over 200 students under various degree programs. Authorized to tutor through scholastic achievement and competency of Maya and 3DS Max modeling, UV mapping, animation, and photo manipulation and texturing in Photoshop.

- Assisted students in passing 2 different levels of English classes and proofread essays.
- Assisted students in learning basic math and Algebra.

US NAVY, Overseas Japan

2009-2012

Gunner's Mate,

Worked on a guided missile cruiser in Japan and held many different duties while aboard. Chiefly among them was leading a team of three sailors in the operation and maintenance of the missile launching systems used in defense of the strike group.

- Received a letter of commendation from the Captain of the USS Cowpens upon departure.
- Attained the rank of Petty Officer 2nd class (E-5) in under 3 years of service.
- Assisted in the training of over 300 crew members in the use of small arms qualifications.
- Other roles in the course of service included:
 - Divisional Parts Manager
 - Divisional Training Petty Officer

EDUCATION

Bachelor of Science (BS), Game Art and Design

2012 - 2014

The Art Institute of California Graduate San Diego

- Game Art and Design Graduate of the Quarter