

# RICHARD ROBERT ZRYD

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## VISION

My primary objective is to obtain a position as a **Character Modeler and Texture Artist**. I have years of experience with many 3d packages and peripherals, background experience in character modeling on a professional level, and I have college level teaching experience. I am also comfortable with traditional art mediums and graduated from Oakland University with a specialization in Drawing. I am currently working as a freelance Character Artist for Spark Plug Games and have been involved with successful projects in the past for such companies as American Axle, Buick, Cadillac, Chevy, General Dynamics, and General Motors. I am a flexible, dependable, goal oriented team player with a strong work ethic and ability to multi-task and prioritize. I am very open to relocating for employment.

My portfolio can be viewed online at: <http://www.richardzryd.com>

My current modeling, texturing, and rendering reels can be viewed online in HD at:

<http://www.youtube.com/user/zerdsword?feature=mhsn>

## EDUCATION

Bachelors of Arts in Studio Art, Drawing Specialization, from Oakland University, Rochester, MI 2010. Cumulative GPA: 3.84

Associates Degree in Applied Science, Specialization in 3D Animation, from Macomb Community College, Warren, MI 2005. Cumulative GPA: 3.86

Associates Degree in General Studies from Macomb Community College, 2004

High School Diploma from Algonac High School, 2000

## APPLICABLE SKILLS

Maya, Photoshop, Zbrush, Mental Ray, BodyPaint 3d, Headus UV layout, Topogun, XNormal, Crazybump, Unreal Development Kit, Unity, Marmoset, Dreamweaver, Director, Final Cut Pro, After Effects, Hypershoot, Deep Exploration, Microsoft Office

Strong background in traditional mediums including graphite, oil paint, clay modeling and mixed media.

## PROFESSIONAL EXPERIENCE

Freelance Character Artist for Spark Plug Games LLC, Cary, NC from February 2011 to Present.

- Create low polygon character models and accessories from reference imagery.
- Develop low resolution texture maps for use in the Unity 3 game development tool.

Freelance 3D Generalist for The Quintek Group Inc, Sterling Heights, MI from January 2009 to February 2011.

- Worked on high profile automotive projects for General Motors including those for the vehicles *Volt* and *EN-V*, and *2012 Chevy Malibu*.

Adjunct Instructor, Macomb Community College, Warren, MI January 2008 to Present.

- Responsible for constructing a class curriculum, grading scale, and classroom policies.
- Developed various methods of information delivery including lecture, class projects, and videos.
- Effectively communicate with, inspire, and encourage students.

Senior 3-D artist, The Quintek Group, Sterling Heights, MI January 2006 to December 2008.

- Develop strategies to efficiently and effectively transform client's artistic needs into 3D animations and high resolution still images.
- Communicate effectively with clients and coworkers on progress of projects daily.
- Responsible for math data translation from CAD programs to Maya, 3d scene preparation, scene lighting, modeling, animation, and rendering.
- Develop new and efficient workflows while keeping up with emerging software and technology.

## PUBLICATIONS

*Original Epcot Design. Walt Disney: The American Dreamer.* Thomas Tumbusch, Tomart Publishing, 2008.

## PRO BONO

- Developed school logo for Kentucky elementary school.

## **FINE ART GROUP EXHIBITIONS**

2010 "Student Art in the House" Anderson House, Lansing MI, [October 2010 - September 2011]

2010 "LAT 42.676041 LON 83.217841" Oakland University Art Gallery, Rochester MI, [April 17 – May 16, 2010]

## **PROFESSIONAL REFERENCES**

<b>Name</b>	<b>Relationship</b>	<b>Phone</b>	<b>E-mail</b>
<b>Tracy Turner</b>	Quintek Group	(847)254-1452	t.turner@quintekgroup.com
<b>Ryan Maffesoli</b>	Quintek Group	(586)484-1727	r.maffesoli@quintekgroup.com