

# Autumn Ryan

A passionate, forward-looking 3D artist who is eager to address critical issues through creative games. [View my portfolio](#)

## PROJECTS

### Re:Silica — *Team C*

3D character artist for a twin-stick roguelite dungeon crawler where you fight robots and steal their limbs. Modeled the main character, 22 interchangeable parts, 13 base enemies, 3 bosses, and 3 friendly characters, as well as rigged and created full animation sets for the main character, all the encounter characters and bosses, and most of the base enemies.

### Honor Roll! — *Gather More University*

3D character and environment artist for a George Mason-themed, Katamari Damacy-inspired multiplayer arcade game. Modeled and rigged two of the four player characters and standardized the animation workflow of the character art team.

### Postmortem — *Driftwork Studios*

3D environment artist for a gritty zombie survival game. Created a simple survival prop set including rope, matches, flashlights, and more. Also modeled and rigged a placeholder character for whiteboxing purposes.

## EXPERIENCE

### Code Sensei — *Code Ninjas (Burke, VA)*

JANUARY 2025 - PRESENT

Assist kids aged 5-14 in learning basic coding concepts in Unity, Scratch, Microsoft MakeCode Arcade (IMPACT), and Roblox Studio.

## EDUCATION

### BFA Computer Game Design — *George Mason University*

Expected May 2026

Completed game design projects in a wide variety of disciplines while focusing on 3D art, creating a great foundation for inter-team communication.

### Japan Game Studio Tour — *George Mason Study Abroad*

Toured several Japanese game companies and talked with current developers about their experience in the industry.

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## SKILLS

Autodesk 3D Studio Max

Autodesk Maya

Blender

Unity

Adobe Photoshop

Adobe Substance Painter 3D

3D model texturing, rigging, and animation pipeline for games

GitHub

C# with Unity development

Game design and documentation

## OTHER PROJECTS

3D environment artist for DIY Deliveries (created for GADIG's 2024 Jamfest)

Environment artist for Fetch Quest (2D adventure game by GMU GADIG club)

UI designer for Sweet 16 (2D dungeon game submitted to 2023 Progress at Play competition)

[View full portfolio here](#)