



# Ryan Kirtack

Animator

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## OBJECTIVE

To work with a collaborative and creative team of artists in order to contribute to innovative and captivating projects while also expanding my knowledge and experience.

## WORK EXPERIENCE

### Maker Studios

Animator

Animated characters, props and backgrounds for web series.

January 2015 ~ March 2015

### Disney Interactive Media Group

Sr. QA Tester - Mobile Games

Created test cases for use by QA Leads and their team members.  
Tested mobile applications and ensured they were of the highest quality.  
Discovered and documented issues within the mobile applications.

March 2013 ~ January 2015

### Misc.

Write/Illustrator/ etc.

Wrote and illustrated children's picture book. Updated animation demo reel.  
Worked various jobs while searching for animation job opportunities.

Sept. 2011 ~ March 2013

### Splintertek Llc.

Animator

Animated main character, upper body and lip sync, for training videos.  
Responsible for modeling, rendering and compositing of CG assets for interactive simulations.

May 2009 ~ Sept. 2011

### Lockheed Martin

Animator

Responsible for animation, rendering and compositing for various training videos.  
Animated arm and hand rigs for interactive simulations and full body character animation for training videos.

May 2009 ~ Sept. 2011

## EDUCATION

### AnimationMentor.com

Diploma in Advanced Character Animation Studies

December 2011

### The Art Institute of Philadelphia

Bachelor of Science in Media Art and Animation

March 2009

## SKILLS

Animation	Lighting	Compositing	Storyboarding	Illustration
Modeling	Rigging	Editing	Character Design	Storytelling
Texturing	Rendering	Drawing/Sketching	Painting(Digital & Traditional)	Writing

## PROGRAMS

Maya	After Effects	Photoshop	Flash
3Ds Max	Unity 3D	Illustrator	Premiere