

Ryan Ruiz

CFX/TechAnim

RyanRuiz.com | RyanReignRuiz@gmail.com | 1.219.308.7685

Experience

MPC (July 2018 – Present)

Key Artist CFX-TechAnim (Cloth/Hair/Fur/Skin)

Dark Phoenix | The Nutcracker and the Four Realms

- Develop Hero Fur and Cloth Sim Setups to use across multiple sequences

MPC (November 2016 – July 2018)

Mid CFX-TechAnim (Cloth/Hair/Fur/Skin)

Justice League | Wonder Woman | War for the Planet of the Apes | Ghost in the Shell | Jumanji

- Run Dynamic cloth/hair/skin simulations, corrective sculpting, and character finishing tasks

Blue Sky Studios (June 2016 – August 2016)

Character Simulation / Crowds TD Internship

Ferdinand

- Simulate cloth setups for multiple crowd agents and pose crowd agent simulations

Leave with Me (Collaborative Student Film) (March 2016 – June 2016)

CFX/Technical Animator

- Tailor, simulate, and create cloth pipeline for a 2d/3d animated short.

Freelance / Radar Studios (January 2014 – September 2014)

3D Generalist

- Directed, modelled, textured, and rendered motion graphics and visual effects.

Skills

Tech Anim Pipeline: Tailoring (Marvelous Designer), Cloth/Skin/Hair/Fur Simulation: nCloth/Qualoth/nHair/Houdini's Fur and Wire Solver, Rigging, Scripting, Sculpting, Shotwork

Education

Savannah College of Art and Design (September 2014 – December 2016) *MFA Visual Effects*

DePaul University (September 2010 – May 2013) *BA Animation*

Pixar's RenderMan Official Attendance Certification with Professor Kesson at SCAD

Awards

Film Festival recognition for "TAG" Chicago Shorts Festival & CIMMFest

SCAD Scholarships Honors Award, Multicultural Achievement, and Student Incentive

Volunteer

ACM SIGGRAPH Student Volunteer (2015)

Alternatives Youth Mentor and Cinematography Instructor (May 2012 – August 2012)