

Ryan Ruiz

Technical Animator

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Experience

MPC (November 2016 – Present)

Mid Technical Animator (Cloth/Hair/Fur/Skin)

Justice League | Wonder Woman | War for the Planet of the Apes | Ghost in the Shell | Jumanji
- Dynamic cloth/hair/skin simulations, corrective sculpting, and character finishing tasks

Blue Sky Studios (June 2016 – August 2016)

Character Simulation / Crowds TD Internship

Ferdinand (2017) - Dynamic cloth simulations and customized templates to apply cloth parameters to multiple crowd agents for Feature Animation.

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

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)