

Art Director/Illustrator with over 20 years of experience designing for the web, video games, TV and film. Success in building and leading cross-functional teams to create web applications, animation, VR, and award-winning video-games.

## *Lyon Ritchie, LLC*

## Work Experience

### **Technical Communications Consultant, 5/18 to present**

Partnering with businesses launching services or products. From visualization to working prototype to scaling services on the web. Visual problem solving combine with technical skill and years of experience working with clients of all shapes and sizes.

## *Designer + Digital Artist*

### **Experienced Designer and Illustrator, 6/03 to present**

- + Develop and deploy cost-effective, interactive environments and digital products that are easy to maintain

#### **Project Highlights**

- + Qbots Video Game - [Modular environment design and production](#)<sup>1</sup>, High to low poly baking and PBR texturing workflow, shell scripting, process documentation
- + Prominence Adventure Game - [Environment and prop concepts, 3D modeling](#)<sup>2</sup>
- + Barnes & Noble College Booksellers - [Exhibit visualization](#)<sup>3</sup>
- + CresTechnologies - [Coal purification process animation](#)<sup>4</sup>
- + Sun Microsystems - Virtual world [branding](#)<sup>5</sup>, [icons](#)<sup>6</sup>, and 3D assets

## *ISM Services, Inc.*

### **Lead 3D Artist/Developer, 7/17 to 4/18**

- + Real-time 3D application development using C#, Unity API
- + User interface design for data-driven VR products
- + Created storyboards, concept art, 3D animation
- + Implemented an automated build system for Unity projects

## *IBACOS, Inc.*

### **Program Manager, Application Dev, 1/13 to 12/16**

- + Led illustrators and interactive developers, mentoring direct reports toward quarterly and career goals
- + Planned future product development through illustration and interactive 3D demonstrations

#### **Project Highlights**

- + [Perform](#)<sup>7</sup>, a web application for delivering the recommendations of building scientists and architects - **Application team lead:** Art directed and designed user interfaces including front-end development, and managed the rewrite of major custom software components
- + [Perform Tour](#)<sup>8</sup>, a two-minute product overview - **Creative lead:** Storyboarding, art direction, animation and editing
- + [SABIC Home of Innovation](#)<sup>9</sup>, an advanced technology home in Saudi Arabia - **Technical lead:** Directed a team of artists. Developed 3D models, surfacing, storyboards, animation, compositing and render pipeline for large-format prints and architectural visualization animations

### **Technical Illustrator, 9/11 to 12/12**

- + Catalyzed the development of what would become an industry-leading web application for production-home builders
- + Created illustration, web application interfaces, and managed multiple projects

# Cinemanix Productions

## **Creative Director**, 5/07 to 5/08

- + Created 2D and 3D art assets for film, TV, video games, and websites
- + Compositing for film, TV, and dome projection
- + Developed render pipeline tools

## Overview

### *Skill Summary*

- + Agile/Scrum project management
- + Art direction/production design
- + Design process, from discovery to deliverable
- + Digital product design and production planning
- + Full stack design
- + 3D game asset production
- + Illustration, traditional and digital
- + Mentoring
- + Storyboarding
- + Typeface design
- + User experience/interface design
- + Visual effects post-production

### *Training*

*The Speed of Trust*, Franklin Covey, 1/16

*JavaScript, From Basics To Building Workshop*,  
Frontend Masters, 4/15

*The 7 Habits for Managers*, Franklin Covey, 1/13

*The 7 Habits of Highly Effective People Signature  
Program*, Franklin Covey, 4/12

*Project Management - A Practical Approach*, Franklin  
Covey, 10/11

### *Key Technologies*

**Automation:** Jenkins, Make

**Cloud Infrastructure:** Amazon AWS, Docker

**Game Engine/Framework:** A-Frame/Three.js, Unity

**Editor/IDE:** Visual Studio, VS Code

**Languages:** Bash, CSS, HTML, JavaScript, PHP, C#

**Operating Systems:** Linux, Macintosh, Windows

**Production:** Adobe CS Production, Blender, Cinema  
4D, DAZ Studio, MotionBuilder, SketchBook Pro,  
SoftImage XSI, Substance Designer

**Source Control:** Git+LFS, Subversion

**User Experience:** Axure, Illustrator, Inkscape, Polymer

### *Education*

**Bachelor of Science in Graphic Design**

Art Institute of Pittsburgh, Pittsburgh, PA

**Associate in Specialized Technology Degree**

Visual Communications Major with emphasis in  
Illustration/Multimedia

Art Institute of Pittsburgh, Pittsburgh, PA

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1. <https://garyritchie.com/portfolio/modular-interior-design-and-production>
  2. <https://garyritchie.com/portfolio/prominence>
  3. <https://garyritchie.com/portfolio/store-on-the-floor>
  4. <https://garyritchie.com/portfolio/CresTechnologies>
  5. <https://garyritchie.com/portfolio/wonderland-logo>
  6. <https://garyritchie.com/portfolio/wonderland-interface-graphics>
  7. <https://garyritchie.com/portfolio/perform>
  8. <https://www.youtube.com/watch?v=V1v8X3zIQe0>
  9. <https://garyritchie.com/portfolio/home-of-innovation>