

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.

Work Experience

Designer + Digital Artist

Experienced Designer and Illustrator, 6/03 to present

- + Art direction and look development for new and existing intellectual properties
- + Evaluate client needs and propose solutions based on goals, budget, and market assessment
- + Communicate complex ideas through animation, illustration, and crafted user experience
- + Develop and deploy cost-effective, accessible digital products that are easy to maintain

Project Highlights

- + Prominence Adventure Game - [Environment and prop concepts, 3d modeling](#)¹
- + Barnes & Noble College Booksellers - [Exhibit visualization](#)²
- + CresTechnologies - [Coal purification process animation](#)³
- + Sun Microsystems - Virtual world [branding](#)⁴, [icons](#)⁵, 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 product
- + Storyboards, 3d animation and compositing for proposed perimeter security project
- + Implement, and document, Agile project management process and web-based team collaboration tools

IBACOS, Inc.

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

- + Supervised illustrators and application developers, mentoring direct reports towards quarterly and career goals
- + Implemented software development processes using Scrum
- + Established practices including infrastructure-as-code, developer and testing environments, and installed self-serve project management and code repository tools
- + Reduced AWS cloud costs and maintenance by migrating back-office and production workloads to Docker containers

Project Highlights

- + [Perform](#)⁶, 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 rewrite of major custom software component
- + [Perform Tour](#)⁷, a 2-minute product overview - **Creative lead**: Storyboarding, art direction, animation and editing
- + [SABIC Home of Innovation](#)⁸, 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

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

Cinemanix Productions

Creative Director, 5/07 to 5/08

- + Managed projects using Agile methodologies
- + Art directed animation and interactive projects
- + Created 2d and 3d art assets for film, TV, video games, and websites
- + Developed render pipeline tools

Affiliated Computer Services

Interactive Designer, 12/05 to 5/06

- + Designed and produced website intranets for Fortune 500 companies

Ripple Effects Interactive

Senior Interactive Designer, 6/99 to 6/03

- + Created interface designs, illustrations, and photography
- + Mentored junior designers and production artists

Cox Interactive Media

Multimedia Designer, 9/97 to 1/99

- + Designed and implemented news media website interface
- + Created original content and managed multiple projects and interns

Overview

Skill Summary

- + Agile project management
- + Art direction/production design
- + Design process, from discovery to deliverable
- + Full stack design
- + Game asset production
- + Illustration
- + Leader, mentor
- + Photography
- + Server admin
- + 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

Cloud Infrastructure: Amazon AWS, Docker

Game Engine/Framework: A-Frame, Unity

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

Operating Systems: Linux, Macintosh, Windows

Production: Adobe CS Production, Blender, Cinema 4D, Substance Designer

Publishing: Adobe Creative Suite, Microsoft Office, LibreOffice

Source Control: Git, Subversion

Web Content Management: Drupal, Textpattern, WordPress

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