RYAN CEASER

Austin, TX

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http://rceaser.wixsite.com/design

Skills

Adobe Suite - Photoshop, Illustrator, After Effects

Animation - Spine

3D Programs - Blender, 3DS Max

I am an organized and experienced artist who is great at delivering assets efficiently. I am able to emulate different art styles and make sure assets are at their highest level of polish. Because of my ability to learn and understand new processes quickly less time is spent on onboarding. My main goal when working within a company is to make everyone's job easier however I can.

Education

BFA Game Art and Design

Professional Experience

2020-Present

Art Lead at Everi Digital   Austin,TX

- Creates high quality asset aligned with product specifics and ensures timely delivery.

- Proactively creates content including graphic design layouts, logos, animations, typography, concepting and light 3d animation.

- Coordinates and collaborates with cross functional teams including developers and quality assurance to create top notch gameplay.

- Actively participates in the development process and works to gain an understanding of creative decision making and product design challenges.

- Proactively maintains stylistic consistency and works to bring art from mock-up phase to final production to be reviewed by leadership.

- Responsible for maintaining file organization an adhering to department guidelines.

- Review any inaccuracies, bugs and ways to optimize art for optimal performance.

- Create documentation and present new or updated information related to our process.

2019 Summer Internship at Health Start

Graphic Artist/Illustrator   Austin, TX

- Created art in the established style, from start concept to implementation in the game.

- Created high quality texture content and environments for the game world.

- Active involvement in the game creation process by interacting with the design team.

- Effectively contributed to the art pipeline while understanding target platform constraints.