

RYAN WHITTLE

TECHNICAL ANIMATOR



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Experience

I have varied skills and knowledge in animation and have been able to contribute value to each development team I have been on; usually through animation related tasks. I have experience fixing models, paint weights, unwieldy mo-cap data, and other issues preventing animations from displaying or working correctly in-engine or render.

For the past three summers, I have been invited to be a speaker/ presenter for Hunter College's EGD Collective in NYC. For 2021, I was part of an Indie Game Dev Panel, for 2022 I gave my own presentation on Health Game Dev, and for 2023 I did a live talk on my personal journey in game dev education.

3rd Eye Interactive, LLC : Sep 2022 - June 2023

Technical Animator

Our large team of 16 created an Unreal 5 souls-like inspired by ancient Hindu scripture. I penned our designs for the main character's attacks and provided animations that fit. To accomplish that I mo-cap acted my combat designs and finished them in Maya. Collaborated with gameplay engineers and designers to overcome hurdles that arose.

Loot n' Scoot Studios, LLC : Jan 2021 - June 2021

Gameplay Animator

A studio created by 8 undergraduate students to work on a retro-style 3D platformer. We were in need of an enemy knight character, which I got to model and animate. The knight needed walk-and-run cycles, sword swings, and crossbow-related anims. The game ended up being #1 on Steam's New and Trending section on release week.

Startale Games, LLC : Jan 2020 - June 2020

Gameplay Animator/ Game Designer

A small team of 5 created a 4-person PVE multiplayer MOBA-like experience for PC. I created and animated our main characters' library of poses needed for their animations. Then in Unity, I used a plugin that would create animation files by swapping poses in/ out. The result is a stop-motion-like effect on models instead of deformation when animating.

Education

Spring 2021

University of Utah

BS in Games

This is the Bachelor's degree in video game creation at the University of Utah's EAE department. It covers a wide array of game development topics and skills over four years.

Spring 2023

University of Utah

Master of EAE

This is the Master's degree offered at the University of Utah's EAE department. For this degree, all the students participate together in studio simulations and multiple game project creations over the course of two years.

Skills

Motion-Capture Data Editing
Animation Graph Editing
Key Frame Editing/ Management
Implementing Anims into Engine
Clear Effective Communicator

Software

- Maya
- Illustrator/ Adobe CC
- Unreal Engine 5
- Unity 3D
- Premiere Pro

Other Info

EGD Collective/ Waffle Games

Speaker/ Presenter

LinkedIn Profile

linkedin.com/in/ryan-whittle/

Portfolio Website

Ryanwhittle.org