

Ryan Haynes

716.479.3152

ryan.haynes@me.com

ryan-haynes.com

Animator

Experience:

[Ryan-Haynes.com](http://ryan-haynes.com) - Animator

Current

- Create high-quality keyframe animations
- Implement and curate animations in Unreal
- Respond to creative redirection effectively

Apple - Product Specialist

Current | Buffalo, NY

- Sharing technical knowledge to overcome challenges in both hardware, software and services
- Training employees on various product, services and culture of Apple

Apple - Retail Systems Quality Assurance | User Acceptance Tester

Aug. 19 - Sept. 19 | Sunnyvale, CA

- QA testing of new feature to Apple Card in Apple retail POS systems.
- Over 350 test cases captured and validated

Gamma Minus - Cold Comfort - Gameplay Animator

Jan. 18 - Jan. 19

- Creating custom animations for both 3rd and 1st person views
- Play testing Animations in Unreal
- Connect with other divisions of the art team to share/receive creative feedback on various stages of project
- Maintaining visual design language of Cold Comfort

Goblin Bashing Studios - Cancelled IP - Junior Technical Animator

Aug. 17 - Nov. 17

- Developing Technical Animator responsibilities
- Articulation tests with character topology
- Create custom character setup to be used with various assets

Crown Data Systems - Software Implementation Specialist

July. 15 - July. 16 | Buffalo, NY

- Installation of air freight software and services for companies with seamless transition through advanced training.
- Software tester for future releases.

Project Lune - projectlune.com - Gameplay Animator

Feb. 14 - Sept 14

- Created various loop animations to export/playtest in Unity's State Machine
- Maintained art directors vision with successful alpha build
- Helped create a learning template for future animation students

Skills

Animation	●	●	●	●	○
Rigging	●	●	○	○	○
Modeling	●	●	○	○	○
MEL	●	○	○	○	○
Mo Cap	●	○	○	○	○

Software

Maya	●	●	●	●	○
Unreal	●	●	●	○	○
Unity	●	●	○	○	○

Education:

iAnimate.net

Advance game animation program, with a focus in:

- Advance Body Mechanics and Workflows WK1
- Combat, Takedowns, and Advanced Techniques WK2

FullSail University

May. 07

Bachelor of Science Degree in Computer Animation

Awards:

Course Director Award in Advanced Gaming Techniques

- For best team collaboration of Unreal level design and execution
- Awarded to one or two students per-class for outstanding effort

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References:

Jeremiah Costello

CEO of Gamma Minus Studios

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- mail@jeremiah-costello.com
- www.gammaminus.com

“I was lucky enough to work with Ryan during the initial development of Cold Comfort. He was responsible for a number of 1st & 3rd person playable character animations that really upped the quality of the project. Should the situation present itself, I'd gladly work again with him.”

Pete Thorneycroft

Technical Animator at Brace Yourself Games

- pete.thorneycroft@gmail.com
- <http://linkedin.com/in/pete-thorneycroft-61131b23>

“I was fortunate enough to work with Ryan on a project after completing the iAnimate course together. His sense of posing and creativity was something that really inspired the rest of the team, and pushing us further. He is a thoughtful team member that takes direction well and is trying to better himself. Couldn't recommend Ryan enough!”