

# D. RYAN HANNAH

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(506) 386-4553 (H)

## Objective

To continue my career as a 3D artist in the animation, visual effects and gaming industries.

## Employment

### **Toybox Games (formerly Antidote)**

654 Malenfant Blvd, Moncton, NB.  
Animator and general 3D artist.

February 2004 - Present

### **Freelance 3D artist**

Created a fully 3D, 30 second commercial for Millennium One Realty.

January 2004 - March 2004

### **Keyframe Digital Productions.**

360 York Rd., Suite C3, Niagara-on-the-Lake, ON.  
Visual Effects and Character Animation for television series' and children's movies.

July 2002 - February 2003

### **xwave.**

30 Broadview Ave., Saint John, NB.  
Interactive Developer. Created and Maintained Corporate websites

October 2001 - June 2002

### **xwave.**

30 Broadview Ave., Saint John, NB.  
Junior Interactive Developer. Created and Maintained Corporate websites

January - December 2000

### **Halse Studios.**

1000 Manawagonish Rd., Saint John, NB.  
Worked with AutoCAD R14 creating 3d models and general drafting and Photoshop for image editing.

Sept - December 1999

### **Gradon + Kapkin Architects Limited.**

80 Prince William Street, Saint John, NB.  
Worked with AutoCAD R14 and Accrender 3 creating 3d models and general drafting.

May - Sept. 1999

### **J.D.Irving Ltd., I.T. Division.**

300 Union Street, Saint John, NB.  
Worked as a Network Technician installing various software applications and hardware.

Summer 1998, 1997

## Employment (continued)

**Maritime Information Technology.**  
30 Broadview Ave., Saint John, NB.  
Co-op Student in the Information Design Department.  
Worked alongside graphic designers creating,  
web pages, signage, and information kiosks. Feb 11 - May 23, 1997

## Education

3D Computer Animation Diploma.  
International Academy of Design, Toronto, ON. Jan. - Oct. 2001

BSc Eng. Civil Engineering, completed 2 years.  
University of New Brunswick, Fredericton. Sept. 1997 - 1999

High School Diploma, Honors. 1994 - 1997

Level 1 & 2 Tennis Instructors Clinic,  
N.B. Tennis Association July 1996

## Computer Skills

- **Design Software:** Softimage 3D and Eddie, 3D Studio Max 5, Character Studio 3, Combustion v2, Adobe Premiere and After Effects, DPS Perception, AutoCAD R14, AccuRender 3, CadKey 97, Adobe Photoshop, PageMaker, Acrobat, Macromedia Flash MX.
- **General Software and OS's:** Windows 3.1, 9x, NT 4.0, 2000 Pro, XP Pro, Mac OS 8, Irix, Linux, MS Office Suite, Corel Suite. Very fluent with the internet and its related software.
- **Programming:** Unix scripting, HTML
- **Technical Experience:** Extensive technical knowledge of the inner workings of PC's and its software from working as a Network Technician for 2 summers at J.D.Irving.

## References

**Colin Waldschutz**  
Project Lead  
xwave  
30 Broadview Ave.  
Saint John, NB  
Phone: 506-694-3105

## References (continued)

**Gaye Kapkin or Richard Gradon**  
Owners and Operators  
Gradon + Kapkin Architects Limited  
80 Prince William St., Suite 200  
Saint John, NB  
Phone: 506-642-6006

**Janek Czechowicz**  
Animation Supervisor  
Keyframe Digital Productions  
509 Glendale Ave. East, 3rd Floor  
St. Catharines, ON  
Phone: 905-988-6440

## Demo Reel Breakdown

- **Nametag** - Created in Softimage 3D. Character created using 'Metaballs'
- **Ocean Storm Demo** - Created in 3D Studio Max 4 with RealSea plugin.  
Role: Animated, lit, and textured ocean surface.  
Created all weather effects including wave splash.  
Duration: Done in two weeks by two people.
- **Children's movie test render clip 1** – Created in 3D Studio Max 4.  
Role: Animated all characters
- **Children's movie test render clip 2** – Created in 3D Studio Max 4.  
Role: Animated dog
- **Visual Effects clip 1** – Created in Combustion v2  
Role: Keyed out Green Screen.  
Rotoscoped lower portion.  
Color corrected, skewed and tracked rock face image.
- **Visual Effects clip 2** – Created in Combustion v2  
Role: Created Ghost effect and Fade-in effect for 30 shots, 12 required Fade-in.  
Actors were not shot on green screen, each was rotoscoped.  
Background plate was provided for shots that required a Fade-in.
- **Toy Company Logo animation** – Created in 3D Studio Max 4.  
Role: Animator and compositor  
Modelled and rigged robotic arms
- **Toy Company bumpers** – Created in 3D Studio Max 4  
Role: Animator and modeller

## Demo Reel Breakdown (continued)

- **Architectural renderings** – Created in AutoCAD from blueprints.  
Role: Everything.  
Cars, trees and people were stock models.
- **Character test animation** – Created in Softimage 3D.  
Role: Everything.  
Modelled using metaballs then converted to Polygons.  
Lit using Softimage's Global Illumination.
- **Flame test** – Created in Softimage 3D.  
Role: Everything.  
Flame is a piece of 'Topix Cloth' (plugin) blowing in an upwards wind.
- **End Nametag** – Edited in Adobe Premiere.

## 3D & VFX Software Breakdown

- **Softimage 3D** – Professionally trained. Experience in all aspects
- **3D Studio Max w/ Character Studio** – Used in projects from employment at Keyframe to present. Animation, Rigging, Texturing, Lighting.
- **Combustion v2** – Extensive experience using particle system, plate tracking, green-screen keying. Experience in wire removal and speed changes.
- **AutoCAD R14** – Experience modelling and texturing full structures from blueprints. Rendering done with Accurender plugin.

## TV Credit List

- **Millennium One Realty (TV Commercial)** - Freelance 3D artist  
Role: All 3D work
- **The Littlest Light on the Christmas Tree (Children's movie)** –  
Role: Lead Animator, Visual Effects Artist  
Character Animation  
Particle Effects (smoke, snow)
- **Adventure Inc (TV Series)** – Visual Effects Artist  
Role: All green-screen shots  
All smoke and particle effects  
Monitor composites  
Speed changes  
Muzzle flash

## TV Credit List (continued)

- **Mutant X (TV Series)** – Visual Effects Artist  
Role: Green-screen shots  
Particle effects  
Monitor composites  
Speed changes  
Wire removal
- **Tink Works Toy Commercials/Bumpers** – Lead Animator  
Role: Animation, Modelling, Rigging
- **Tink Works Toy Play Mats** – 3D Artist  
Role: Modelling, Texturing, Lighting

## Game Credit List

- **Sea Scene (Screen Saver)** – 3D Artist  
Role: Animated and textured all creatures.
- **Impossible Golf** – 3D/photoshop Artist  
Role: Golf course object creation.