

# Ryan Huber

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www.RyanHuberArt.com

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## Professional Experience

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- 3D Art & Animation – Independent Contractor:** **Nov 2012 – Present**
- Creative Kingdoms, Great Wolf Resorts, Inc., Madison, Wisconsin** Sep 2013 – Apr 2017  
Visual Effects – Kennedy Space Center unannounced project  
Visual Effects, Animation, Modeling, Concept Art – "MagiQuest Chronicles"  
Concept Art, Illustration, UI & HUD Design, Game Design, Dialogue –  
Kennedy Space Center "Cosmic Quest"  
Animation, Mocap Cleanup – "Great Wolf Kids, Clubhouse Crew"
- Arch Virtual, Oregon, Wisconsin** Sept 2016 – Jan 2017  
Visual Effects - American Family Insurance "DreamBank" VR
- Learning Games Network, Madison, Wisconsin** Nov 2012 – Aug 2013  
Animation – "Fair Play"  
Animation – "Crystals of Kaydor"
- Madison College, Madison, Wisconsin** Jan 2013 – May 2014  
Animation Lab Monitor
- Wisconsin Public Radio, Madison, Wisconsin** Jun 2011 – Sep 2014  
Assistant to the Director of Public Radio and Accounting Assistant  
▪ Administrative support to the Director and Accounting Department
- WEA Trust, Madison, Wisconsin** Jun 2010 – Feb 2011  
Project Assistant to the Director of Administrative Services  
▪ Managed projects and provided administrative assistance.
- University of Oregon, Eugene, Oregon** Feb 2008 – Feb 2010  
Contract Specialist – Department of Capital Construction  
▪ Managed contract creation and processing for construction contractors.

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## Education

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**Associate in Applied Arts in Animation (2014)**

- Madison Area Technical College, Madison, WI

**Bachelor of Fine Arts, Painting (1999)**

- Minneapolis College of Art and Design, Minneapolis, MN

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## Professional Development

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- Local Meetup Groups (Midwest Game Developers, Madison Indies, Madison XR) ▪ Avid Reader ▪  
M+DEV 2017 Conference & Professional Showcase Participant in Madison, WI

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## Skills

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Visual Effects ▪ 3D Animation ▪ Mocap Cleanup ▪ Rigging ▪ Concepting ▪ 3D Modeling ▪ Texturing  
Game Design ▪ Project Management ▪ Writing ▪ UI & HUD Design ▪ Illustration ▪ Storyboarding

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## Software

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Maya ▪ 3ds Max ▪ Photoshop ▪ After Effects ▪ Unity ▪ PopcornFx ▪ ZBrush ▪ Illustrator