RYAN VAN DYK

📞 0452-599-006

✉️ ryandvd2000@gmail.com

🌐 ruzzbug.github.io

in linkedin.com/in/ ryan-van-dyk-a69009147

Bē behance.net/ryanvandyk

📍 North Narrabeen, NSW, 2101

EDUCATION

University Of Sydney
Bachelor of Design Computing
2019 - 2021

Manly Selective Campus
2012 - 2018

SKILLS

Working with and building teams

3D Modelling, rigging, animation

Information visualisation

3D Look Development

Project Management

Frontend webdev

User Research

Programming

Shaders

UI/UX

SOFTWARE

Adobe Suite | Ps Pr Ae Ai Id Xd

Maya, Fusion, Blender, 3Ds

Unity, Unreal Engine

Office Suite

Figma

Git

PROFILE

Completed the Bachelor of Design Computing in 2021 at Sydney University. I have developed skills in object oriented programming across a variety of languages, Unity, Unreal Engine, UI, UX, front-end web dev, graphic design, film, photo, media creation and editing including CGI, video and photo. I have professional experience as a 3D generalist working as a subcontractor.

I am a mentor for a FIRST robotics team, a lead mentor at TinkerTank, a STEAM makerspace for school age kids, and I coach a high school basketball team. I also have a keen interest in Virtual Reality and have been building my skills in VR and digital development since high school.

I have received a national FIRST Lego League innovation award and won the NSW award for the best Senior Student Project at the iAwards in 2019, hosted by the Australian Information Industry Association (AIIA).

I have made projects for the Quest 2 initially as part of University but continued its development post due date to increase my skills.

EXPERIENCE

· 2022 – Current: Freelance 3D generalist
· 2019 – Current: Robotics lead, coach and mentor at TinkerTank
· 2016 – Current: Basketball coach
· 2016: First Lego League Robotics coach
· 2015 – 2016: Basketball referee
· 2015: After school care volunteer

EXTRAS

Availability
    Full Time

Certifications
· Bachelor of Design Computing, University of Sydney 2019-2021
· Level 1 basketball coach
· RSA
· RCG

Hobbies and Interests
    Basketball, VR, mountain biking, computing, computers, UX, UI, 3DCG, robotics, design, technology, animation, gaming, D&D.