






RYAN DAVIS

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SKILLS

- » Programming and scripting experience with Python and C++
- » Skilled with Adobe Photoshop, Autodesk Maya, Unity3D, photogrammetry, and 3D printing
- » Experienced with training and project management
- » Strong communication skills; adept at public speaking and presentations
- » Computer literacy in Mac, Windows, and Linux OS

WORK EXPERIENCE

Senior Hologram Processing Technician

Aug. 2017 - Feb. 2019
Microsoft (Contract)
San Francisco, CA

(www.microsoft.com/en-us/mixed-reality/capture-studios)

- » Produced, troubleshooted, and finalized holographic content (including point clouds, meshes, and textures) using proprietary software
- » Adjusted and enhanced holograms using Photoshop, Maya, and Unity
- » Assisted in directing and advising domestic and international clients during live studio captures
- » Led Processing Team members in large-scale hologram projects
- » Trained and advised SF new hires and London and LA partner stages
- » Tested and discussed proprietary software improvements with engineers
- » Created and updated hologram processing documentation on best practices for the SF and partner studios

Pixar University Assistant

Dec. 2016 - May 2017
Pixar Animation Studios (Temp)
Emeryville, CA

- » Assisted Art & Film Manager of Pixar University with day to day tasks
- » Produced visual advertisements for studio-wide internal events
- » Maintained professional film equipment for internal rental system
- » Escorted and prepared special guests for presentations and screenings

Technical Specialist

Feb. 2016 - May 2016
Genius Grove, Apple Retail
San Francisco, CA

- » Resolved software and hardware issues on customers' mobile devices
- » Educated and guided guests in learning new technology through one-on-one personal training

OTHER EXPERIENCE

Robot Design Judge & Inspector

Nov. 2018 - Present
FIRST LEGO League Robotics

- » Evaluates LEGO robot designs of teams of 9-14 year-old students against competition protocol
- » Interviews teams concerning their understanding of basic STEM concepts through the construction and programming of their robot

Lead 3D Class Facilitator

June 2014 - May 2015

Art Class Co-Founder & Lead Facilitator

Jan. 2015 - May 2015

3D Class Facilitator

Jan. 2013 - June 2014

UC Berkeley Undergraduate
Graphics Group (UCBUGG)

UCBUGG: 3D Modeling and Animation (student club course)

- » Led other students in learning to utilize Autodesk Maya in the creation of animated short films; critiqued and graded student animations
- » Lectured on various parts of the pipeline, including pre-production, modeling, and rigging

UCBUGG: Artistic Development for Animation (student club course)

- » Created original class syllabus within UC Berkeley guidelines
- » Lectured and mentored students on pre-production art, including storyboarding, character design, and environment design
- » Organized and maintained confidentiality of administrative content

EDUCATION

Oregon State University

Bachelor of Science, Computer Science | Anticipated Fall 2020

University of California, Berkeley

Bachelor of Arts, Art Practice | May 2015

ACHIEVEMENTS & HONORS

UC Berkeley Art Practice Honors Studio

- » Accepted to Honors Studio for Fall 2014 and Spring 2015
- » Received certificate of Excellence in New Media