

# Autumn Ryan

(703) 389 - 9122  
autumnryan3Ddev@gmail.com

A passionate and forward-looking 3D artist who is eager to address critical issues through creative games. [View my portfolio](#)

## EDUCATION

### George Mason University, Virginia

SEPTEMBER 2022 - PRESENT

BFA, Computer Game Design - Spring 2026

GPA: 3.84

### George Mason University, Incheon, South Korea

FEBRUARY 2023 - JUNE 2023

Study Abroad

### The Commonwealth Governor's School, Virginia

SEPTEMBER 2018 - MAY 2022

Completed an advanced curriculum involving two 2-year research projects culminating in a marketable product. Graduated Summa Cum Laude with an Advanced Studies Diploma.

## WORK EXPERIENCE

### Code Sensei — Code Ninjas (Burke, VA)

JANUARY 2025 - PRESENT

Assisting kids aged 5-14 in learning the basics concepts of coding through Scratch, Microsoft MakeCode Arcade (IMPACT), Unity, and Roblox Studio. Reference: Jessica Lopez | (757) 560-5524, jessica.lopez@codeninjas.com

### Head Counselor/Instructor — Calleva (Poolesville, MD)

JUNE 2024 - AUGUST 2024

Instructed and assisted in activities for campers aged 3-8 including hiking, rock climbing, swimming, arts and crafts, archery, and geocaching. Reference: Olivia Murphy | (240) 357-6239

### Game Master — Bond's Escape Room (Fairfax, VA)

AUGUST 2023 - FEBRUARY 2024

Introduced games to players, managed individual games including giving hints, reset rooms after completed games, and assisted customers in booking new games.

Reference: Theo Krikorian | (703) 966 - 0282

### Server — J's Pizza and Subs Cafe (Stafford, VA)

JANUARY 2022 - AUGUST 2023

Greeted and served customers, took payments, answered phones, washed dishes, cleaned the restaurant daily, prepared orders and boxed pizzas.

Reference: Christina Moore | (540) 841 - 5964

## SKILLS

Autodesk 3D Studio Max

Autodesk Maya

Blender

Adobe Photoshop

Adobe Substance Painter 3D

3D model texturing, rigging, and animation for games

GitHub

C# with Unity development

Game design/documentation

## PROJECTS

3D character and environment art for Team C's *Re:Silica* (TBA)

3D character and environment art for Driftwork Studios' *Postmortem* (TBA)

3D environment art for DIY Deliveries (created for GADIG's 2024 Jamfest)

Environment art for Fetch Quest (2D adventure game by GMU GADIG club)

UI for Sweet 16 (2D dungeon game submitted to 2023 Progress at Play competition)

[View full portfolio here](#)