

# Ryan O'Grady

(315) 794-8663 • 17rogrady@gmail.com • [LinkedIn](#) • [Artstation](#) • [Website](#) • Sarasota, FL

## EDUCATION

### **Ringling College of Art and Design**

Bachelor of Fine Arts, May 2026

Game Art

### **Mohawk Valley Community College**

Associates Applied Science , May 2021

Game Art / Computer Animation

**Presidents List:** Fall 2020, Spring 2021

## PROFESSIONAL EXPERIENCE

### **Virtual Production Intern**, Storyvox Studio, Sarasota, FL, August 2025 - Present

- Work Closely with the Virtual Production team, Producers and Art Directors to develop and create virtual scenes in Unreal Engine for commercial productions.
- Experience with virtual production hardware, including Mars Cam Track system, LED wall setup, and general virtual production technical creation within Unreal Engine.

### **GAME DEVELOPMENT & DESIGN EXPERIENCE**

#### **World Building & Environment Art**- Ringling College of Art & Design

- Designed and built an immersive isometric adventure game inside Unreal Engine.
- Developed a realistic biome level recreating the Adirondack Forest emphasizing environmental storytelling and natural world accuracy.
- Modeled, textured, and set-dressed all assets while maintaining an industry standard PBR workflow.

#### **3D Hard Surface Modeling**- Ringling College of Art & Design

- Modeled and textured a 2003 BMW E46 M3 in Autodesk Maya, maintaining a 150,000 triangle budget.
- Developed advanced hard-surface modeling techniques.

## LEADERSHIP EXPERIENCE

### **Mentor, Game Art Supporter Program**, Ringling College, Sarasota, FL, Oct 2024 - Present

- Guide and mentor underclassmen through projects using production techniques and software proficiency.
- Identify and troubleshoot technical issues to ensure a smooth learning experience.
- Relay and apply gained knowledge to underclassmen to support their learning outcome as a growing artist.

### **Game Art / Virtual Reality Lab Monitor**, Ringling College, Sarasota, FL ,Aug 2022- Present

- Oversee the operation and maintenance of seven state of the art computer labs.
- Provided technical support to students, assisting in revision control, workstation troubleshooting, and course-work related questions and problems.
- Ensure a safe, professional, and efficient workspace to support the needs of the GA / VR students.

## SKILLS

- Gmail and Microsoft suite applications.
- Substance Painter, Maya, Unreal Engine 5, Substance Designer, Z-Brush.
- Low-High Poly workflow, Texturing, Realtime and Baked lighting.
- Virtual production protocol, MarsCamera Tracker, LED volumes, Pre-Viz