

Ryan O'Grady

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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 CamTrack 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