**Ryan Martin**

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**Profile**

Ryan Martin is a Digital Media Graduate with academic experience in developing a wide range of modelling, texturing, and rendering solutions. Portfolio contains a variety of projects which utilizes these skills, for games, art and other creative content. Effective communicator with interpersonal skills to work efficiently within a collaborative team environment. Passionate about working with new mediums and solving problems.

**Education & Achievements**

**Honours Bachelor of Arts in Digital Media** 2015-2020

York University, Toronto

**Relevant Projects**

**ESCAPE.EXE**, Digital Media Capstone, Grade: A, Full Year

* “ESCAPE.EXE” is a Virtual Reality (VR) experience about escape rooms.
* Designed to implement interesting and innovative mechanics that are not possible in real life.
* Responsible for lighting, texturing, modeling, and rendering scenes and 3D Assets using Maya.
* Worked as a team to communicate new ideas and participated in research to implement physical computing ideas into the game.
* Participated in programming operations.
* Recommended by instructors to participate in ISEA2020 event.

**PLANEMO**, Collaborative Game Project, Grade: A, Full year

* The goal of this project was to create an “Embodiment” experience where players feel a strong sense of being their avatar using Virtual Reality.
* The game was a research tool to explore how embodying a different body within a game can lead to changes in emotion, movement and thought.
* Used to cure phantom pain.
* Responsible for creating environmental scenes and 3D Assets using Maya and Unity Assets.
* Worked as a team to brainstorm new ideas and followed up with a plan to refine and implement them into the game.
* Overlooked and participated in programming operations using Visual Studio’s C Sharp.
* Showcased project in Level Up Event

**Project D**, Game Development II, Grade: A, Fall Semester

* “Project D” is a racing game that is inspired by a specific genre of art, Retro wave Aesthetic.
* Used the powerful rendering game engine, Unreal Engine, to obtain an interesting aesthetic.
* This aesthetic was made to create a specific game feel for the players participating in the race.
* Created blueprints to set up an environmental scene.
* Responsible for creating 3D assets.

**Work Experience**

**Computer Service Advisor** 2017-2020

York University, Toronto

* Provide first level contact and convey resolutions to customer issues.
* Provide follow-up calls to clients to complete and resolve incident tickets.
* Properly escalate unresolved queries to next level of support
* Setup demonstration of operation and use, and support of audio and video equipment for events and classroom use.
* Maintain lab office computers such as printers, copiers, scanners and computers.
* Awarded for being a fast response maintenance employee

**Augmented Reality (AR) Developer** 2020-2021

York University, Toronto

* Participated in a team called Proximal Spaces
* The goal of this project was to create an Augmented reality experience to demonstrate bacteria collisions in real spaces
* Designed and implemented ideas in Unity, C# and Maya
* The Augmented Reality experience was demonstrated at Toronto International Design Centre (TIDC)
* Communicated with clients to implement their ideas in Augmented Reality

**Technical Skills**

**Software**

* 3 years of experience in Autodesk Maya, Unity3D, and Adobe Photoshop.
* Proficient in Cinema4D, Virtual Reality, Max MSP and Unreal Engine.

**Programming Languages**

* Java, Python, C#, HTML, CSS, JavaScript, and Processing.