



Ryan Irwin

Visual Development

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Education

Savannah College of Art and Design · B.F.A. Animation

Experience

SpringLoaded pte. Ltd · Game Studio

Concept Artist · April 2024 - Current

- Spearhead game art and splash art illustrations
- Design and illustrate in game collectables, items, and marketing material
- Create concept art for pixel artists for in game quests, gameplay, and assets
- Employ quick turnaround rates with tight communication between team members

Tetraverse · Trading Card Game

Concept Artist, Illustrator · February 2023 - November 2023

- Create original designs and illustrations for creatures in the Tetraverse world
- Work closely with the director to ensure quality and consistency with checkpoints
- Receive and implement critique with a quick turnaround rate

Ento · Short Film

Director · May 2021 - July 2022

- Led a team of 30+ members to create a cohesive fictional world
- Responsible for critiquing and leading daily and weekly meetings
- Design promotional material
- Create character and environment concept art
- Developed clear storyboards
- Rough animated many shots for the film as well as clean up
- Compositing and editing to push the film towards completion

Freelance Artist

Illustrator, 2D Animator · January 2017 - Current

- Communicate clearly with clients to ensure deadlines and expectations are met
- Create animation and illustration work in both traditional and digital mediums

Service Industry Experience

Instructor · Painting With a Twist

Host/Busser · Another Broken Egg Cafe

Paint Associate · The Home Depot

Skills

Adobe Photoshop	Creature and Character Design
Adobe After Effects	Creature and Character Animation
Clip Studio Paint	Illustration
Toon Boom Harmony	Storyboarding
Blender	Prop Design

References available upon request!