DAN RYBA

Lincoln, NE · 402 310 8211 · dryba2@yahoo.com
www.danryba.com · www.linkedin.com/in/dan-ryba-5047a438

ARTIST · DESIGNER · CG GENERALIST

Professional Experience

Lead Artist - *Outpost 12 Studios (2005-2016)*

· Produced work involving animation, illustration, film, visual effects, motion graphics, print design, website design,
  company branding, video production and interactive entertainment for clients including Hershey's, Reese's,
  Sour Patch Kids, Honeywell, Hobbytown, Canopy St., Lincoln Stars and Lincoln Saltdogs
· Drove productions independently, or contributed as a specialist within a team when required
· Broad skillset and vast knowledge of production process allowed contribution at nearly every stage of projects
· Coordinated efforts among teammates to meet quality standards and delivery deadlines
· Responsible for look development, concept art, script revision and storyboarding in the pre-production phase
· Interacted with clients throughout production providing routine updates and feedback with known expectations
· Provided design and functionality input as well as asset creation for games and interactive experiences
· Represented company work at tradeshows including ShowEast Orlando/Miami and AAF Washington D.C./Austin
· Worked on set as a vfx supervisor, providing advice for shot execution and direction

Sales Associate - *UNL Computer Shop (1998-2005)*

· Assisted students, staff and faculty in hardware and software solutions
· Responsible for campus-wide computer equipment distribution
· Received and stocked complete department inventory
· Performed hardware and software repairs and upgrades for customers
· Recommended product models and categories based on campus input
· Maintained inventory database and reconciled errors

PC Support Specialist - *Nebraska Public Power District (1997-1998)*

· Installed hardware and software throughout district (General Office, Cooper Nuclear Station, Sheldon Station)
· Diagnosed and remedied computer problems
· Performed routine maintenance

Skills / Qualifications

General

· Strong eye for design, composition, and timing, as well as a solid foundation in art theory, anatomy, color and light
· Able to communicate effectively when discussing production strategy and creative processes with a client or team
· Effective project layout and organization strategies for optimizing team productivity
· Accustomed to giving and receiving constructive critisism
· Technical knowledge of computer hardware and software as well as studio equipment including cameras and lights

Practical/CG Skills

Illustration · Concept Art · Logo Design · Branding · Website Design · Print Design · Page Layout
Animation · Motion Graphics · Compositing · Video Editing · Interactive Entertainment
3d Modeling (Organic · Hard Surface · Architectural) · Texturing · Lighting · Rigging · Rendering · Wrangling
Look Development · Art Direction · Storyboarding · Scripting · Copywriting
Matte Painting · Set Extension · Matchmoving · Motion Tracking · Green Screen Removal

Software

Maya · Zbrush · Blender · Substance Painter · 3dsMax · Modo · Mudbox · Corel Painter
Adobe CC Suite (Photoshop · Illustrator · After Effects · Premiere · Audition · InDesign · Media Encoder)
Final Cut · Unity3d · Sketchup · Alias Studio · Rhino · Inventor · Solidworks
MS Office · LibreOffice · Apple Productivity Apps (Pages · Numbers · Keynote)

Education

Bachelor of Mechanical Engineering - *University of Nebraska - Lincoln (August 2003)*
Studied Graphic Design and Computer Science - *University of Nebraska - Kearney (1996-1998)*