

# RYAN GITTER RYAN GITTER

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## SUMMARY

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- Successful Senior level Concept Artist having developed multiple AAA titles.
- Strong illustration and fine art background.
- Worked with multiple platforms, including PS3, Xbox 360, PS4, Xbox ONE, and PC.
- Well versed in the sci-fi, fantasy, historical, and steam punk genres.
- Expert at environment, character, prop, and weapon design.
- Highly proficient with several software packages including Adobe Photoshop, Corel Painter, SketchUp, and Adobe Illustrator.
- Familiar with Zbrush, 3ds Max, and Maya.

## WORK EXPERIENCE

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**Crytek, Austin, TX**

**July 2013 – Present**

### Concept Artist

- Unannounced title / Multi platform
  - Senior level responsibilities, working in very flat management structure.
  - I managed myself while helping to visually guide junior and mid level artists.
  - Took part in team lead meetings to help plan the future direction of the game both visually and story wise.
  - Responsible for the majority of the environment concept art.
  - Key team member in developing characters, creatures, and NPCs.
  - Led the visual design of in game weapons.

**Privateer Press, Seattle, WA**

**October 2012 – Present**

### Freelance Illustrator

- I create illustrations for the tabletop strategy game WARMACHINE and it's subsequent spinoff titles.

**Certain Affinity, Austin, TX**

**November 2012 – July 2013**

### Contract Concept Artist

- Halo 4 DLC / Xbox 360 / published by Microsoft
  - I worked designing environments and props for Halo 4 DLC maps. My responsibilities included creating mood paintings, prop designs, and specific environment detail callouts for the environment team.
- Several unannounced titles
  - Responsibilities ranged from creating character and environment paintings, to creating marketing and pitch materials.

**Sony Online Entertainment, San Diego, CA**

**November 2011 – July 2013**

### Freelance Concept Artist

- Planetside 2 / PC / published by Sony
  - I worked with the Art Director and Lead Artists to create pieces of high polish concept art.
  - I was expected to adapt quickly to different design styles with as little guidance as possible.
  - Created numerous environment art paintings ranging from mood paintings to production art, and specific callouts.
  - Designed full character/armor sets for multiple different in game factions.
  - Created several sets of props that were faction based and had to adhere to pre-established visual languages.

- Starhawk 2012 / PS3 / published by Sony
  - Worked directly with the Creative Director and Art Director to develop the visual tone of the game from pre-production to release.
  - I was responsible for designing the majority of the main characters plus a large number of additional multiplayer and DLC character skins, working closely with the Lead Character Artist.
  - Played a key role in developing numerous environments, ranging from high level ideations to fully fleshed out mood paintings. Subject matter ranged from sci-fi space structures, to western style settings, to alien landscapes.
  - I was also responsible for designing multiple tech props and environment pieces.
  - Led the development of UI style for the game.
  - Worked alongside other Concept Artists and helped foster a creative forward looking work environment.
- Unannounced Sony title
  - Primarily worked on establishing a visual style for a new sci-fi IP.
  - Responsible for numerous high level concepts of the following:
    - space fighter design
    - turret and weapon design
    - surface breakups and armor design for large scale space craft

## **EDUCATION**

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**College for Creative Studies, Detroit, MI**

**2004 - 2008**

- Bachelor of Fine Arts – Illustration
  - Focus in Entertainment Design

## **REFERENCES**

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### **Lars DeVore**

Creative Director at Lightbox Interactive

Phone: (801) 403-9218

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### **Layne Johnson**

Senior Concept Artist at Certain Affinity

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### **Adam Poole**

Associate Producer/ Outsource Manager at Lightbox Interactive

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