

## Ryan Miller

Redmond, WA, United States

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Flexible animator and artist with the ability to utilize traditional and digital mediums to meet the challenges of 21<sup>st</sup> century creators.

### Education

**BFA in Production Animation**, April 2009

**DigiPen Institute of Technology**, Redmond WA

**Emphasis:** 2D Animation, Environment and Character Design

**Cumulative GPA:** 3.45

### Awards & Exhibition

Winner, FirstGlance Short Online Film Festival, 2011

Student Film Award, 2D Or Not 2D Animation Festival, Seattle WA, "Lighthouse Girl" 2009 original animated short

Top Honors from DigiPen, "GUM", 2007 original animated short

### Skills

Digital: Flash/Animate, Photoshop, Clip Studio, After Effects, Maya, Painter, Illustrator

Traditional: Pencil, Pen & Ink, Charcoal, Conte

Other: Web/Graphic Design: Proficient in HTML, CSS, PHP, MySQL, JavaScript, AJAX, jQuery

### Employment & Experience

#### Lab Zero, LLC

October 2015 – Ongoing

##### **Animator**

Contract animator and concept artist for *Indivisible*, a video game title sold on the Playstation 4, Nintendo Switch, Xbox One and Steam.

#### Studio Yotta, LLC

February 2017 – Ongoing

##### **River City Girls | Animator**

Key & rough animation for the intro of the villain "Noize" for *River City Girls*, a video game title sold on multiple platforms.

##### **Sonic Mania | Animator**

Rough & clean-up animation for the intro animation for *Sonic Mania*, a video game title sold on multiple platforms.

##### **Rick & Morty | Animator**

Key, rough & clean-up animation for effects sequences in S4E1 of the TV series *Rick & Morty*.

##### **Rick & Morty + Run The Jewels Music Video | Animator**

Key, rough & clean-up animation for multiple sequences in the animated music video for *Run The Jewels* featuring characters from the TV series *Rick & Morty*.

**Amphibia | Animator**

Rough animation for a sequence in the intro for the Disney TV series *Amphibia*.

**Reverge Labs, LLC**

**November 2011 – July 2012**

**Animator/Concept Artist**

Contract animator and concept artist for *Skullgirls*, a video game title sold on multiple platforms.

**MSD LLC**

**July 2011 – February 2011**

**Video Producer**

Contracted to create promotional videos and animations regarding products and services that represent the company.

**Cricket Moon Media, Inc**

**February 2010 – January 2011**

**Flash Animator**

Animator and designer for online flash games for major clients such as Nickelodeon and Disney.

**"The Lighthouse Girl"**

**January 2009 - December 2009**

**Storyboard Artist, Animator, Color Artist**

Co-created animated short under direction of Academy Award winner Tony White. Currently showing in festivals worldwide.

**Pacific Living Properties, North Bend, WA**

**June 2009 - December 2009**

**Producer**

Animating, directing and voice acting for animated e-cards and instructional cartoons for employees.

**PlexiPixel, Seattle, WA**

**Summer 2008**

**Animation/Concept Artist Intern**

Created characters, textures, rough and clean animation for a short cartoon studio production.

**MoFunZone.com**

**Summer 2007**

**Animator & Designer**

Created dynamic animated intro for all sponsored games and designed a new logo brand for the website.