Ryan M. Hoss

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PROFILE

A seasoned game developer with 12 years of experience as a real-time VFX artist. Shipped 10 games and 4 DLC packs across a wide variety of gameplay genres, art styles, and platforms. Skilled in technical aspects of VFX such as particle and shader creation but thrives off of collaboration both inside and outside of the VFX discipline to help the entire team deliver the best game possible.

EXPERIENCE

Senior VFX Artist I/II/III   **December 2018 - August 2023**
Volition Games, Champaign, IL

Shipped Titles (as Effects Artist):

- *Saints Row: A Song of Ice & Dust DLC* (2023) (XB1/Series X|S, PS4/PS5, PC)
- *Saints Row: Doc Ketchum's Murder Circus DLC* (2023) (XB1/Series X|S, PS4/PS5, PC)
- *Saints Row: The Heist & The Hazardous DLC* (2023) (XB1/Series X|S, PS4/PS5, PC)
- *Saints Row* (2022) (XB1/Series X|S, PS4/PS5, PC)

VFX Artist III   **March 2016 - December 2018**
Deep Silver Volition, Champaign, IL

Shipped Title (as Effects Artist):

- *Agents of Mayhem* (2017) (XB1, PS4, Windows PC)

Artist (Effects/Shaders/Design/Environment Art)   **June 2011 - January 2016**
Vicious Cycle Software, Inc., Morrisville, NC

Shipped Titles (as Effects Artist):

- *Kung Fu Panda: Showdown of Legendary Legends* (2015) (XB1, PS4, X360, PS3, Wii-U, 3DS, PC/Steam)
- *Adventure Time: Finn & Jake Investigations* (2015) (XB1, PS4, X360, PS3, Wii-U, 3DS, PC/Steam)
  - Also credited for Additional Design
- *Pac-Man and the Ghostly Adventures 2* (2014) (X360, PS3, Wii-U, 3DS)
  - Also credited for Additional Design
- *Pac-Man and the Ghostly Adventures* (2013) (X360, PS3, Wii-U, PC/Steam)
- *Turbo: Super Stunt Squad* (2013) (X360, PS3, Wii-U)
- *Ben 10: Omniverse* (2012) (X360, PS3, Wii-U, Wii)
- *Madagascar 3: The Video Game* (2012) (X360, PS3, Wii)
  - Also credited as Environment Artist
- *Earth Defense Force: Insect Armaggeddon DLC* (2011) (PC/Steam)
- *Ben 10: Galactic Racing* (2011) (X360, PS3, Wii, 3DS, PS Vita)

SKILLS & ABILITIES

Game Engines/Tools: CTG Editor (Volition), UE 4/5, Unity, Vicious Engine
3D Applications/Plugins: Houdini, Autodesk 3DS Max (w/Mass FX/PhysX), Maya
Art/Compositing Software: Adobe Photoshop, After Effects, Premiere Pro, Illustrator
QA/Project Management/Source Control Tools: Jira, Perforce, Hansoft, Confluence, OneNote

CERTIFICATIONS & PRESENTATIONS

Certification: Certified Accessible Player Experience Practitioner (APX)
Presentation: "Generating Responsive Open World VFX for Saints Row (2022)" at ECGC 2023
Presentation: Career Lounge Speaker (Portfolio Critiques) at ECGC 2018, 2019, 2022, 2023
Presentaiton: Roundtable Speaker (Game Industry Q&A) at ECGC 2012, 2015

EDUCATION

Master of Science, Digital Media   **Graduated May 2013**
East Tennessee State University, Johnson City, TN

- Published Work: *Methods of Creating Destructible Assets for Video Games* (2012) (GSTF Journal)
- Teaching/Leadership Experience: Oversaw and led student groups in two undergraduate courses

Bachelor of Science, Digital Media   **Graduated May 2010**
East Tennessee State University, Johnson City, TN

- Major: Digital Interaction
- Honors: Cum laude, Dean's List for six semesters, Runner-up in 2010 SIGGRAPH art competition
- Related coursework: Project Development, 3D Modeling, Lighting & Rendering,
    Unreal Engine, Color Theory, Technical Communication, Technical Direction

REFERENCES & PORTFOLIO

Available upon request. Limited portfolio examples available from www.ryanhoss.com.