

Ryan Miller

Bellevue, WA, United States

ryan@rmcartoons.com

Diverse animator and artist with the ability to utilize traditional and digital mediums to meet the fast-paced standards of 21st century animation.

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

Nominee: 40th Annual Annie Awards, Best Animated Video Game "Skullgirls" (Animator), 2012

Winner: FirstGlance Short Online Film Festival, original animated short "Lighthouse Girl" 2011

Nominee: AniMazing Spotlight, Best Achievement in Overall Design, original animated short "Lighthouse Girl" 2011

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

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

Skills

Digital: Flash, Photoshop, After Effects, Maya, Painter, Illustrator

Traditional: Pencil, Micron, Charcoal, Conte

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

Employment & Experience

Reverge Labs, LLC / Lab Zero Games

November 2011 – July 2012, May 2013 - Present

Flash Animator/Concept Artist

Contract animator and concept artist for Skullgirls, an award-winning, Annie nominated fighting video game title sold on PlayStation Network, Xbox Live Arcade and PC.

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.

DigiPen Institute of Technology, Redmond WA

March 2009

Art featured in promotional poster and postcards for Career Day events.

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.