

Ryan Bowden

E f f e c t s A r t i s t

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Objective

To obtain a position in the visual effects industry as an effects artist for motion pictures, commercials, or game related content.

Education

Bachelor of Fine Arts: Visual Effects (March 2006 - May 2009)
Savannah College of Art and Design, Savannah, Georgia

Associate of Science: Information Technology (September 2003 - December 2005)
Abraham Baldwin Agricultural College, Tifton, Georgia

Work Experience

Side Effects Software | September 2009 - December 2009

Intern

- Troubleshooted and used new/future tools in Houdini
- Worked collaboratively with three other interns on demos to show off new features of Houdini
- Submitted bugs and solved problems as they were presented

Advance Auto Parts | August 2002 - June 2009

Manager

- Responsible for handling money and making deposits on a daily basis
- Solve problems in a timely manner
- Excellent skills in customer service and working in a team environment
- Manage a staff of 4 to 6 people on a daily basis

Software and Platforms

<i>Proficient</i>	<i>Familiar</i>	<i>Platforms</i>
Houdini	Final Cut Pro	Linux
Maya	Flash	Windows
Shake	Renderman	Mac OSX
Adobe Creative Suite	Zbrush	

References available upon request