

# Ryan Bowden

Effects Artist

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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**

Rhythm and Hues | February 2010 - June 2010  
Junior FX TD

### **The Death and Life of Charlie St. Cloud**

- Shading and rendering ocean surfaces with foam
- Developed "god ray" effect
- Miscellaneous lighting, particle, and ocean elements

### **Yogi Bear**

- Lookdev and rendering of water spray and mist elements
- Lookdev of water drops from character props

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

## **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\*