Personal Details

Name

Ryan Earley

Email

ryane15@hotmail.co.uk

Website

https://ryane15.wixsite.com/ryanearleyportfolio

Software

Modelling:
Autodesk 3DS Max
Texturing:
Photoshop
Substance Painter
Programming:
Unreal Engine 4
Unity Engine

About

As an artist, I have always strived to create a scene which allows players to immerse themselves. I am quite comfortable at modelling most assets, however my strong point is within environments/scenes. Great environments can give the player manys feelings. And I always aim to give the player the most suited feeling within certain environments.

Ryan Earley
3D Modeller

Education

GCSE's (June 2016)
(Portslade Aldridge Community Academy)
Subject and Grade
English Language- D
English Literature- C
ICT - B
Mathematics - A

UAL Level 3 Diploma in Creative Media Production and Technology (June 2017)
Subject and Grade
Games Development - Merit

Skills

Modelling:
Experienced with high and low poly modelling. Experienced at unwrapping and Efficient at laying out the UV Map.

Texturing:
Good understanding of texturing,whether hand painted using photoshop or realistic texturing using Substance Painter

Lighting and Level Design:
I have experience setting up lighting within Unreal Engine using various techniques to alter the outcome.