

Kerilyn Ryzner

3D Effects Artist

Profile

Employment History

Education

Links

Details

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I am a 3D effects artist with over three years of experience in the industry. I have worked on a variety of projects, both big and small, and have gained a strong understanding of the software and techniques involved in creating stunning visual effects. My skills include modeling, texturing, lighting, animation, and compositing. I am also experienced in working with Unity and Unreal Engine 4. In addition to my technical skills, I have also developed strong problem-solving abilities that come in handy when troubleshooting issues or finding creative solutions to challenges.

3D Effects Artist at Blue Sky Studios, WA

Jun 2022 - Present

- I increased productivity by 30% through the use of innovative 3D software.
- I created realistic models and animation for a major film that grossed \$200 million.
- I saved the production company money by finding cheaper ways to create 3D effects.
- My work was featured in an article in "3D World" magazine.
- I won an award for my work on a commercial campaign.
- I gave a presentation at a conference on new techniques for creating 3D effects.

3D Effects Artist II at DreamWorks Animation, WA

Aug 2019 - Apr 2022

- I increased productivity by 30% through the use of 3D software and hardware.
- I created 100 realistic 3D models of people, animals, and objects.
- I designed 50 original characters for video games.
- I textured and lit 75 environments for feature films.
- I modeled 25 vehicles for commercials.

Associate of Arts in 3D Animation at Bellevue College, WA

Sep 2015 - May 2019

Some skills I've learned are 3D modeling, character animation, and lighting.

[linkedin.com/in/kerilynryzner](https://www.linkedin.com/in/kerilynryzner)