Ryszard Klimczewski
Technical Artist

407-520-4885 – Ryskdigital@gmail.com – Portfolio – Linked-In

SOFTWARE

- 3ds Max • Maya • UE4 • Substance Designer • Substance Painter • Perforce • Photoshop
- Python • Unity • Marmoset • ZBrush • Houdini • V-Ray • Jira

EXPERIENCE

Amazon Web Services – AWS, Lead Technical Artist   **April 2022 – Present**
- Artist task management and sprint planning.
- Workflow concepting and development.
- Pipeline tools development and integration.
- Product direction and best practices for asset creation.

Ashley Furniture Industries, Lead 3D Artist   **March 2020 – April 2022**
- Asset creation from concept/reference through to completion.
- Material creation using the Substance suite.
- Workflow concepting and development.
- Pipeline tools development and integration.
- Artist mentoring and leadership.

Amazon, Senior 3D Artist   **August 2017 – December 2019**
- Asset creation from concept/reference through to completion (including rendering/post production).
- Material creation using the Substance suite.
- Pipeline tool creation focused on streamlining workflows and automation.
- General pipeline development and testing.
- Experimental workflow testing and development.

XYZ Creative Group, 3D Artist   **May 2016 – May 2017**
- Modeling products in 3ds Max based on pre-vis sketches and concept drawings.
- Texturing products using Substance and Photoshop.
- Rendering products using V-Ray in client-specified environments.
- Animation of product functionality and uses.
- Compositing renders, animation, and product descriptions into final shots.

The DAVE School, 3D Game Artist (Project "Carbon")   **April 2015 – June 2015**

EDUCATION

Associate Degree in Game Production   **August 2018 – June 2019**
The DAVE School, Orlando, FL
Video Game Production Diploma   **June 2013 – June 2015**
The DAVE School, Orlando, FL