

RYAN HALL

CREATIVE TECHNOLOGIST

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SUMMARY

Creative technologist a passion for art, coding and research, I love to make things whether they are games, applications, pieces of art, or products.

SKILLS

Rhino
Maya
Blender
Cinema4d
Photoshop
Illustrator
Premiere
After Effects

HTML
CSS
Javascript
ReactJS
ThreeJS
C#
Openframework
Docker
DigitalOcean
Python Flask
GIT
GIT LFS
Unity
Command Line (unix)

3D Printing
Laser Cutting
Rigging
Animation
Microsoft suite

EMPLOYMENT

Exp-Staffing Web Developer

New York
June 2020 - Present

Designing user interaction on a website application for 311/New York call agents to better understand 311's knowledge articles, code of conduct, surveys, and forms. Using web technologies from Python Flask, HTML, CSS, Javascript, jQuery and React . Developing, maintenance of site using docker , digital ,nginx and git.

Self-Employed 3D Designer

New York
Aug 2015 - Present

Creating 3D assets from different 3D software programs and code for creative projects including films, video games, 3D printing, digital advertising, and production. From customer briefs that include a combination of drawings, verbal and written descriptions. Embraced customer feedback and adjusted as needed.

iRobot Contracted 3D Asset Editor

Bedford, MA
Nov 2020 - Dec 2020

Given 3D models to tracked, recorded, create and fixed their usability for the scene generation team to create scenes for data models. Taught IRobots AI how to identify objects.

Shapeways 3D Printing Engineer

New York
June 2017 - Nov 2019

Managed making customer virtual asset into physical products. Daily duties include maintenance of machines, the operation of machinery, for pre and post-processing for with varying materials. The research and development of production pipeline to improve , eliminate errors, and progress standard operation proceeds.

Maker-State STEM Instructor

New York
Aug 2016 - Dec 2016

Instructed students basics of code in MIT Media Lab "Scratch" and fundamental laws of motion for rocket science. Constructed lesson plans relevant to STEM topics. Logged lesson plans, attendance, and any relative issue pertaining to health or incidents.

EDUCATION

Parsons school of design | The New school
MFA | Design and Technology

Aug 2014 - May 2016