

Ryan Darling

661-303-3622 | RyDarling@Gmail.com | Rancho Santa Margarita, Ca. 92688

[Online Portfolio](#)/[LinkedIn Profile](#)

PROFESSIONAL SUMMARY

Self-motivated 3D artist with over two decades of diverse experience in the medical device industry, seeking a 3D Artist position. Adept project manager with a proven track record in leading teams, building XR pipelines, and fostering innovation. Offering expertise in 3D modeling, texturing, animation, rendering, and XR content creation, coupled with a passion for immersive storytelling and commitment to industry-standard workflows.

EXPERIENCE

Adjunct Instructor, Laguna College of Art and Design

Spring 2014 - Current

- Conducted 400 level Advanced ZBrush for Character Creation and Design, providing a comprehensive overview of ZBrush 2022 for rendering and 3D printing.
- Led 100 level Beginners ZBrush Design class, offering an intro to ZBrush covering common organic and hard surface techniques.
- Developed and implemented an overview of 3D fundamentals in 100 level Maya for Beginners, covering box modeling, Sub-D modeling, UVs/texturing, character rigging, animation, and game design.

XR Team Manager, Applied Medical

Oct 2016 – Sept 2022

- Trained internal design teams in XR Design Theory and built XR pipelines for immersive storytelling.
- Managed XR projects and art-directed 3D development teams to support corporate XR needs.
- Directed the development of 3D assets for VR optimization, game design, and sub-d based low-poly optimization.

Senior 3D Artist, Applied Medical

June 2003 - Oct 2017

- Led the development of medical device concepts and industrial design with ergonomics.
- Collaborated on product 3D modeling and photorealistic rendering for effective integration of customer specifications.
- Developed medical illustrations, procedural animations, and introduced ZBrush, Maya, Unreal, and KeyShot pipelines into Multimedia and Packaging divisions.

EDUCATION

Bachelor of Fine Art, Illustration with a concentration in 3D Art

June 2006

Laguna College of Art and Design

SKILLS

Primary 3D Software: ZBrush 2024, Maya 2024, Substance Painter, Blender, Cinema 4D, Unreal Engine, Metahuman, Redshift3D, Cycles, and more.

Primary 2D Software: Adobe Creative Suite, Procreate,

VOLUNTEER WORK/CONTINUED EDUCATION

- ZBrush Summit Volunteer Manager OCT 2015
- Guest Panel Speaker, AI + You, LCAD OCT 2022
- Regular attendance to ZBrush Summit, Lightbox, Siggraph, Adobe Max 2006 - 2022

Note: A long for version of this resume is available upon request.