

RYAN BREUER

3D Animation Production

CONTACT

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A highly reliable and experienced leader with 9+ years in professional and customer service settings. Worked with diverse multidisciplinary teams of artists, scientists, designers, and researchers. Very comfortable with public speaking, taking initiative, and learning new tools. Practiced in effective communication strategies, project management, design thinking and the 3D animation film pipeline.

Education

University of Colorado, Denver
Aug 2017 - May 2021
BFA, 3D Animation

University of Colorado, Boulder
Aug 2011 - Dec 2015
BA, Astronomy

Software

Shotgun Maya
Confluence Arnold
Google Workspace Nuke
Microsoft Office Houdini
Photoshop Unreal Engine
Slack Substance Painter
Miro Windows/Mac OS

Skills

Team Management
Multitasking
3D Pipeline Management
Scheduling
Team Communication
Adaptability
Multidisciplinary Collaboration
Design Thinking
CG Lighting
Compositing

Interests

A Cappella & Singing
Photography
Astronomy
Bouldering
Genealogy
Board Game Collector
Overall Big ol' Nerd

Experience

TEAM PROJECT COORDINATOR | 5 Points to 5 Notes

Comcast Media & Technology Center | May 2021 - Present

- 5 Points to 5 Notes is a post-covid interactive experience aimed at cultural education and small business. Responsible for managing the design team for the multi-year project.
- Overhauled note taking, task tracking systems, documentation and scheduling through Confluence and Miro.
- Led and attended all meetings with the design team, leadership, community engagement liasons, and stakeholders to ensure proper communication between all groups.

DESIGN INNOVATION TEAM MEMBER | Various Projects

Comcast Media & Technology Center | Apr 2020 - May 2021

- Collaborated with an interdisciplinary team of designers using design thinking and agile techniques to research and create products that benefit the Denver community-at-large.
- Projects include working with Lockheed Martin on a virtual additive manufacturing kiosk learning experience, an online virtual tour of the CU Denver Engineering school, data analysis for CU Denver's 10 year Strategic Planning, among many others.

PROJECT COORDINATOR & LIGHTING LEAD | "Monstrous Mishaps"

Unviersity of Colorado Denver | Dec 2019 - May 2021

- 3D animated short film for BFA senior thesis. Used Miro, Slack, SyncSketch, and Discord with full team, and Shotgun for personal training. Directed weekly meetings with the entire art team, individual progress checks, and dailies. Also responsible as the co-creator of the asset pipeline, lead lighter, character shader, and pipeline documentation.

PRINCIPAL INVESTIGATOR | Communication Strategies in 3D Studios

EUReCA! Work Study Program, CU Denver | Sep 2020 - Present

- Led a research team to investigate communication strategies between artists and engineers in the 3D animation entertainment industry.
- Received 2nd place in the Arts and Media category for the presentation at the Research & Creative Activities Symposium 2021.

SERVER, NEW RESTAURANT OPENING TRAINER

Next Door American Eatery | Apr 2016 - Apr 2020

VICE CHAIR & MARKETING DIRECTOR | Distinguished Speakers Board

University of Colorado Boulder | Aug 2013 - May 2015

- Managed day-of itineraries for large auditorium speaking engagements, including communications with speaker agencies, reception planning, event planning and prep, security checks and protocol, and speaker contracts.
- Speaking engagements included Buzz Aldrin, Soledad O'Brien, Michio Kaku, Salman Rushdie, Robert Ballard, and an international political activist series.