

# Ryan J Batcheller

3D Artist / Illustrator

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Costa Mesa, CA

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I thrive in fast-paced and agile art pipelines. I bring projects to life by seamlessly blending art creation with technical precision with artistic vision.

**Software Knowledge** *MAYA • BLENDER • ZBRUSH • PHOTOSHOP • UNITY • UNREAL • 3DCOAT • SUBSTANCE PAINTER • SUBSTANCE DESIGNER • ILLUSTRATOR • MARMOSET • UNITY SHADER GRAPH • JIRA • PERFORCE*

## Game Development Experience

### Atlas Reality, Inc.

#### 3D Artist – Contract (July 2025 – current)

- Designing and modeling optimized 3D structures and props for mobile platforms with a focus on performance and aesthetic.

### Toddland / Microsoft – Newport Beach CA

#### Digital Illustrator – Freelance (June 2025 – July 2025)

Illustrator for exclusive Minecraft merchandise for Comic-Con 2025

- Designed and Illustrated vector art for enamel pins and T-shirts.
- Designed Minecraft booth, setup wall panel art wraps and prop decor.

### Disney Experiences – Glendale CA

#### Technical Artist – Contract (June 2024 – December 2024)

- Responsibilities included maintaining visual fidelity of optimized art assets with a focus on artistic and technical aspects of development.
- Art creation and content development for the Play Disney Parks app
- 3D art asset creation and shader development for Disney Uncharted Adventure app.

### Virtual Screams – Costa Mesa CA

#### Environment Artist – Fortnite UEFN (January 2025 – Currently in development)

- Creating engaging battle arena multiplayer maps for Fortnite with a blend of creativity, strategic thinking, and attention to player experience.
- Designed level grey box layout, illustrated concept art for the level theme, and modeled high quality polygon assets textured with PBR texturing.
- Building modular assets kits maximizing opportunities for reuse and technical efficiency in unreal engine.

## **Virtual Temple of the Forbidden Eye (VR) – Costa Mesa CA.**

### ***Creative Lead / 3D Artist - (May 2023 – April 2024)***

A fan recreation of the Indiana Jones Adventure Attraction, Temple of the Forbidden Eye at Disneyland in Anaheim California designed as a virtual reality experience.

- Collaborated with a cross-functional team to effectively communicate the creative vision for the implantation of the attraction into VR.
- Oversaw art pipeline of high-quality art assets using PBR texturing.
- Optimized 3D assets, shaders, and materials for best performance.
- Set project to use URP in unity and rebuilt shaders in shader graph.
- Setup Lighting for both real-time and baked lighting effects.
- Animated and designed all effects and sequences using unity Timeline.
- Edited and produced production videos to engage viewers and document the development process.

## **JumpStart Games - El Segundo CA.**

### **Art Lead / Outsource Manager - School of Dragons (MMO) - DreamWorks (January 2013-May 2023)**

- Collaborated with DreamWorks to envision How to Train your Dragon as an MMO.
- Oversaw scheduling of internal art team resources and external art outsourcing vendors to meet deadlines in an agile system.
- Collaborated with Art Director, Designers, and Programmers to produce art assets that fit the art style of the films and meet mobile platform tech limitations.
- Wrote and curated art pipeline procedure documents for art tools and processes.
- Designed, modeled, Textured, and set up lighting for environments and seasonal overlay themes.
- Designed and illustrated concept art, overseeing art direction for outsourced art assets.
- Worked closely with the Technical Director to optimize art to run on mobile platforms.

## **Education**

**CSUF** – BFA – Entertainment Art / Animation

**Gnomon** – Environment Art for Video Games

**Disney Imagineering Sorcerer's Apprentice Workshop**

Storyboards and Concept Art