

314-302-1807

Ryne Eckenrodt

www.RyneEckenrodt.com

Profile

My 3D Modeling work is a culmination of creative interpretation and superb technical skills. I enjoy working collaboratively to create realistic and authentic models and using my expert knowledge of hard surface and organic modeling techniques to enhance the final product.

3D Modeling Experience

3D Modeler, Intermediate

Anatomage, Inc. San Jose, CA

- Focused on projects including construction and precise mapping of various anatomical structures and systems for humans and animals: skeleton, muscles, arteries, major organs (heart and lungs), reproductive system, ligaments and vasculature.

3D Hard Surface Lead

Is This Heaven (Short Film) - StudioX, Academy of Art University, San Francisco, CA

- Created Populous Ship with clean low poly
- Detailed Populous Ship in high poly
- Prepped ship for explosion by cutting/separating panels

3D Prop Modeler

Hazel (Animated Film Series) - StudioX, Academy of Art University, San Francisco, CA

- Modeled props for animated short

3D Organic Environment Modeling Lead

Golden (Indie Film) - StudioX, Academy of Art University, San Francisco, CA

- Modeled outdoor environment landscape
- Modeled Cave

3D Organic/Creature Modeler

Martian Guardian - Thesis, Academy of Art University, San Francisco, CA

- Created three VFX ready, film quality creature models
- Created using clean low poly base

3D Hard Surface/Organic Environment Modeler

Martian Guardian - Thesis, Academy of Art University, San Francisco, CA

- Created VFX ready, film quality volcanic environment
- Created Hard surface throne and props with organic pieces incorporated

3D Printing

3D Printing Experience, Academy Art University, San Francisco

- Created high detailed dynamesh organic/creature sculpts (busts and full body)
- Created support structure

Work Experience

Lead 3D Modeler

Gabb Global

June 2022 - Present

- Manage and lead the 3D modeling team in developing high quality, animatable models for interactive, immersive AR/VR educational games

3D Print Technician and Laser Operator

July

2021 - Present

Fathom Manufacturing Inc

- Maintain and operate 3D printers, print and perform post production clean up on finished prints before assembling and shipping.
- Maintain and operate Universal and Omtech Laser machines. Including cutting, finishing and assembling pieces after the cutting.

3D Modeler, Intermediate

Sept 2018 - July 2019

Anatomage, Inc. San Jose, CA

- Organic modeling of human and animal body systems for virtual anatomy dissection software.

3D Modeler, Senior Modeler\Lead Modeler

Dec 2015 - July -2017

Studio X - Academy of Art, San Francisco, CA

- Worked on two animated films and five live action films as both a Lead Modeler and a Senior Modeler. Modeled both organic and hard surface.

3D Printing/Designer Toy Artist

Jan 2012 - present

WickedMasterMind Designs - Independent Freelance Designer Toy Artist, Oakland, Ca

- Customized Vinyl Art
- Specializing in creative design and caricatures
- Mold making/Resin casting
- 3D Printing of custom 3D model designs

Financial Representative

Sept 2008 - Aug 2009

Janus Capital Group - Non Licensed Financial Representative

- Direct account maintenance and exchanges for shareholders
- Electronic account review and management

Skills

Organic Modeling, Hard Surface Modeling, Environment Modeling, Facial Expressions, Creature Modeling, Prop Modeling, UV Layout, Rendering, Fur, Hair

Software Proficiency

Maya, Zbrush, Photoshop, Mari, Cura, Vray, Mental Ray, Mudbox, Nuke, After Effects, Media Encoder, 3D Coat, Xgen, Arnold

Education

Fly on the Wall Studio - Kris Costa Portrait Class

Certificate of Completion

October, November, and March 2020

Academy of Art University

Master of Fine Arts - 3D Modeling

2015 - 2017

Regis University

Bachelor of Arts - Business, Emphasis in Marketing and Management

2004-2008