



RYAN KELI'IPIO

Motion Graphics Designer/Animator

CONTACT

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EDUCATION

WASHINGTON STATE UNIVERSITY-VANCOUVER

- Bachelor Of Arts -Digital Technology and Culture-2022
- Minor-Anthropology
- Game Studies and Design Certificate

CLARK COLLEGE

- Associate Of Arts- 2014
- Concentration in photography

SKILLS

- 3D Modeling-Maya, Blender
- 2D Animation- AfterEffects
- Design-Illustrator, Photoshop
- Video Game Engines-Unity, Unreal
- Production- Premiere Pro

MILITARY

Emergency Medical Sergeant
2003-2011
Primary Leadership Development Course-2010

PROJECTS

KING OF SPACE: RECONSTRUCTION OF A NARRATIVE GAME

Animator, 3D Modeler-2022

URL-TBD

Interactive fiction by Sarah Smith. Reconstruction of a narrative game originally published in 1991 that involves multiple mini- games, interactive environments, and complex gameplay.

- Worked within a small animation team to recreate a text based game
- Created 3D models in Blender and Maya for the game
- Animated 3D models and 2D vector assets using After Effects

HEAVY METAL CHESS

Creator, 3D Modeler, Animator-2016

<https://vimeo.com/manage/videos/8214469>

Short animation of original concept and artwork

- Modeled all original artwork using Maya
- Animated assets in Maya
- Added and Edited music using Audition

SNATCH TITLE SEQUENCE

Creator, Animator-2016

<https://vimeo.com/manage/videos/108490310>

Short animation of a reimagining of the opening credits from the movie Snatch (2000)

- Created all original artwork using Illustrator
- Animated in After effects
- Added and edited music using Audition

GO

3D Modeler, Animator, Level Creator-2021

A 3D first person shooter about a man abducted from his bedroom and brought to a spaceship. He must use a gravity-well gun to escape the ship.

- Worked within a small team to design and develop the game in Unity
- Designed and modeled levels using Maya
- Created in-game 2D assets using Illustrator

WORK EXPERIENCE

McMenamin's Crystal Ballroom Assistant Security Manager

July 2016- Present, Portland, OR

- Manage up to 30 security personnel for a music venue
- Create a safe and clean space for patrons
- Handle volatile situation with de-escalation techniques

The Wonder Ballroom Security

May 2012- July 2016, Portland, OR

- Provide security for events with up to 800 patrons
- Maintain a diplomatic and non-violent venue atmosphere.
- Assist patrons with questions.
- Circulate among visitors to preserve order