



RYAN HANSCOM

Designer – Cinematic Artist

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Profile

- 11 years of experience in AAA game development and more than five shipped titles.
- Diversified skill set, drawing from a traditional art and technical backgrounds.
- Fast and iterative approach to design and problem solving.
- Passionate about game immersion and creating memorable moments.

Skills

Software:

- Unreal Editor 4
- CryEngine
- Photoshop
- After Effects
- Maya
- Perforce
- Jira

Technical:

- Level Design
- Cinematography
- Combat Scripting
- Game Systems
- AI Behavior
- Terrain Editing
- 3D Modeling

Experience

Crystal Dynamics

Aug 2015 – May 2016

The Avengers Project and New Tomb Raider

Designer III – Cameras and Cinematics

- Systemic camera design.
- Scripted in game camera events.
- Camera animation for in game cutscenes.

2K Games - Xcom 2 and Mafia III

Aug 2015 – May 2015

Cinematic Artist and Open World Designer

- Created in-game and pre-rendered cut scenes.
- Managed assets and duplicate scenes for post effect work in Xcom 2.
- Scripted world interactions for AI in Mafia III.
- Constructed shop kits with AI scripting and set dressing for Mafia III.

Cubic Defense Systems - *Untitled*

Mar 2014 – Aug 2015

Game Content Developer - Systems

- Constructed complex, moving mechanical assemblies in blueprint.
- Developed a system in blueprint for fully customizable characters.
- Set up animated locomotion and states for characters.
- Cinematic sequences using Matinee and Montage.

2K Marin - *The Bureau* and *Unannounced*

Oct 2012 – July 2013

Level Designer & Cinematic Artist

- Cinematic Scripting using Unreal Matinee and Kismet.
- Scripting ambient action sequences for environmental storytelling.
- Composed shot lists and directed mocap sessions.
- Lighting, FX and asset placement for PC version.

Double Helix - *Unannounced*

Jan 2012 – July 2013

Level Designer & Cinematic Artist

- Level layout and editing in Maya.
- Cinematic scripting using a proprietary editor.
- Scripting and asset placement for player investigation mechanic.
- Developed investigation mechanics to support narrative and player progression.

THQ Montreal

June 2011 – Nov 2011

Homefront 2* and *Unannounced**Level Designer & Cinematic Artist**

- Developed new game mechanics, inventory management, player controls and story.
- Created multiple prototype levels to test new gameplay concepts and tech.
- Engine evaluations of Unreal, CryEngine and Volition's engine for open world game.
- Design and documentation for player navigation and mass crowd systems.

THQ – KAOS – *Homefront*

June 2009 – June 2011

Level Designer & Cinematic Artist

- Single player level design and combat scripting using Unreal 3.
- Managed levels shared between multiplayer and single player.
- Constructed prefab scripts to assist designers with repetitive tasks.
- Created hybrid-cinematic gameplay moments using matinee and kismet.

Gearbox Software - *Borderlands*

June 2006 – Nov 2008

Level Designer & Cinematic Artist

- Open world level design using Unreal 3.
- Created cinematic sequences using Matinee.
- Scripted vehicle controls and enemy vehicle combat.
- Created proxy models to aid designers and assist with outsourcing.

Half Life 2 Source Mod - *Grimoire*

Sept. 2006 - March 2007

Lead Level Designer

- Created arena style levels for 1v1 fighting game.
- Developed spell systems and spell strategies.

Unreal Tournament Mod - *Great Winter*

Dec 2005 - Mar 2006

Team Lead & Level Design

- Designed a new and unique gameplay mode for Unreal Tournament.
- Created custom models and textures for all levels.

Education

The Guildhall at SMU, Plano Texas

March 2007

Specialized Degree in Digital Gaming: Level Design

New England Institute of Tech. Palm Beach, FL

December 1999

A.S. Mechanical Design Engineering and Drafting

Areas of Interest

High action gameplay scripting and cinematics. Special interests include VR/AR, adventure, RPG and narrative based games.