



Ryan O'Phelan

CG Supervisor // Generalist

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Experience

Jovian: Owner Founded animation company	08/2016 - present
Buck Design NY: CG Supervisor Led the CG department and intern program. Hired and mentored staff. Bid projects, Participated in Pipeline Development. Executed production work. Supervised on-set.	03/2010 - 06/2016
Stardust Studios: Technical Director/ CG Supervisor Executed production work. Managed freelancers. Supervised on-set. Developed pipeline.	05/2007 - 02/2010
Click3X: 3D Artist Executed 3D production work.	03/2006 - 07/2007
Curious Pictures: 3D Character Animator Executed 3D production work. Animated for Disney's Little Einsteins TV series.	01/2004 - 01/2005
Pratt Institute: Instructor Taught 3D modeling techniques at a graduate level.	10/2004 - 01/2005
ImaginAsian TV : 3D Artist Production 3D artist for cable network	10/2003 - 12/2003
Scient: Leader Level Designer / Information Architect Participated in projects from business strategy to execution. Clients: MLB, Merrill Lynch	02/2000 - 12/2000
Seniors.com: Creative Director Managed NYC office space, Hired staff, researched vendors, designed and built portal website.	05/1999 - 02/2000
Disney Internet Group: Print and Web Designer Designed HTML and Flash animation for online ad campaigns.	03/1996 - 06/1999
Luminant Worldwide: Senior Art Director Designed websites and presentations for ad campaigns. Managed designers and production staff.	02/1998 - 04/1999
CMP Media, Inc.: Art Director Designed websites and print for four publishing properties. Managed freelance employees.	02/1996 - 01/1998
Realtime Communications: Co-founder Co-founded web design firm. Created nightlife directory.	06/1995 - 10/1995

Education

School of Visual Arts: MFA Animation	2003
Cornell University: BFA Painting	1995
American University in Paris: Art History	1993
Parsons Paris: Photography	1993
Rhode Island School of Design: Illustration	1990
Interlochen Center for the Arts: Visual Arts and Music	1986

Skills

Maya	Nuke/Studio	Photoshop	MEL/Python
V-Ray	Arnold	Redshift	Deadline
After Effects	Royal Render	Mudbox	

Exposure

MetroCAF Animation festival Jury	07/2016
NYC ACM SIGGRAPH: Industry Spotlight (2 years)	04/2016
3D Total SIGGRAPH Magazine: The Power of Collaboration	04/2014
Collider conference speaker: V-Ray presentation	07/2013
NY Maya users group speaker: V8 presentation	01/2012
3D World Magazine: Debrief (Sherwin Williams)	05/2012
DigitalArts: Click3X takes a galactic CG trip	07/2007
Digital Producer Mag: Westchester Medical Center from Stardust	08/2008
NYC Motion Graphics: Featured Artist	08/2006
Postmagazine.com: VFX for Spots	01/2008
Stash 64: Cartoon Network	01/2010
Interfilm Berlin Film Festival - Animation Award	07/2004
A Taste of Art Film Festival - Best Animation Award	08/2004
Beecher Center Animation Festival - Honorable Mention	08/2004

I am a true generalist who likes to wear many hats. I've been a designer, art director, creative director, animator, lighter, composer, supervisor, painter, musician, IT guy, husband, and father (my favorite). My working style is very hands-on.

I enjoy a good challenge and the satisfaction that comes with working hard until I figure it out. I'm also experienced enough to know that collaborating is more efficient than flying solo.