

# RYAN MAFFESOLI

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## BIO

Throughout life I've found myself looking up to both the very technical and the very artistic. It was only natural to try and balance my professional life between these same ideals. I find myself perpetually driven to create and empower others who do as well.

## SKILLS

Python  
Maya  
Javascript  
3DS Max  
Nuke  
HTML 5  
AWS  
Unreal Engine

## STRENGTHS

Creativity  
Reliability  
Communication  
Leadership  
Pragmatism

## EXPERIENCE

**Aug 2022 - Present**  
Senior Sales Engineer  
PERFORCE SOFTWARE

### RESPONSIBILITIES:

Worked with new clients and the sales team to transfer knowledge and help facilitate best practice implementations within existing and often bespoke data pipelines through recorded lectures and custom tooling.

**Jan 2021 - Aug 2022**  
Pipeline Technical Director  
METHOD STUDIOS

### RESPONSIBILITIES:

Created artist facing tools utilized on commercial, episodic, and feature film projects. Heavy focus on instilling coding best practices & testing procedures within the global team.

**Jul 2019 - Jan 2021**  
Software Architect  
DASSAULT SYSTEMES  
3DEXCITE

### RESPONSIBILITIES:

Designed, created, and implemented an automated configuration engine asset delivery system for our main client, General Motors.

**Jul 2017 - Jul 2019**  
Integration Consultant  
MACKEVISION

### RESPONSIBILITIES:

Worked directly with incoming overseas clients to integrate their 3D data and configuration logic systems into our rendering pipeline.

**Jul 2016 - Jul 2017**  
Senior Developer  
SERVICE.COM

### RESPONSIBILITIES:

Focused on front-end design and implementation for the customer facing site as well as internal dashboards.

**Apr 2011 - Jul 2016**  
Team Lead - R&D  
MACKEVISION

### RESPONSIBILITIES:

Led a team of 8 in the design and implementation implementation of a full 3D rendering pipeline that supported our global automotive clients.

**Aug 2008 - Jul 2013**  
Adjunct Instructor  
MACOMB COMMUNITY COLLEGE

### RESPONSIBILITIES:

Helped develop the curriculum and then taught an Advanced Materials & Lighting course to the Media & Communication Arts students.

**Dec 2007 - Apr 2011**  
Senior 3D Artist  
QUINTEK GROUP

### RESPONSIBILITIES:

Key 3D Artist on a small team of artists focusing on automotive illustrations and animations for General Motors

## EDUCATION

**Jan 2023 - Jan 2023**  
AWS Certified Cloud Practitioner

### SKILLS ACQUIRED:

Further understanding of IT services and their best practice uses in the AWS Cloud.

**Dec 2021 - Dec 2021**  
AWS training

### SKILLS ACQUIRED:

Fundamental knowledge regarding development using AWS cloud platform.

**Dec 2020 - Feb 2021**  
Nanodegree  
Udacity

### SKILLS ACQUIRED:

Fundamental knowledge of C++ with a capstone project focusing on building a ray tracing engine from scratch.

**May 2020 - Jul 2020**  
Nanodegree  
Udacity

### SKILLS ACQUIRED:

Fundamental knowledge of Deep Learning algorithms and practices.

**Jan 2006 - Dec 2007**  
Bachelor of Fine Arts  
Illinois Institute of Art

### SKILLS ACQUIRED:

A focus on game asset design and creation using 3DSMax. The assets were then utilized with implementation inside Unreal Engine.

**Aug 2003 - Dec 2005**  
Associates of Applied Science - Macomb Community College

### SKILLS ACQUIRED:

An understanding of design, traditional art skills and a strong base of Technical skills in 3D animation. Maya was the 3D application used primarily.