

RYAN HOLLOWAY

TECHNICAL DIRECTOR

Research driven thinking. Production proven execution.

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SOFTWARE

Houdini, Blender, Maya, Unreal Engine, Fusion, Reality Capture, DaVinci Resolve, Premiere Pro, Illustrator, Photoshop, Lightroom, After Effects, Touch Designer, Nuke

PROGRAMMING

- C++; OpenGL, OpenCV
- Python; Houdini API, NumPy, SciPy
- VEX
- HScript
- MEL
- GLSL
- Java; Processing
- Javascript; P5.js

EXPERIENCE

Alt.VFX 2025-2026

ANIMATION TECHNICAL DIRECTOR

Created tools and pipeline workflows:

- Quality Control System:
 - visualize issues with animation; self-collisions, external collisions, mesh popping, texture stretching
 - object tracking camera system; tracks specified areas of character and follows relative rotational orientation
 - automated framing of cameras; set distance based on tracking object's size
 - automated multi-cam setups generation for quick analysis of animation
 - automated loading assets of scene based on tracking object asset selected
 - automated entire process of caching, rendering, compositing, and exporting of QC videos in a contact sheet style layout, using TOPs PDG techniques within Houdini driven by Python scripting
- Sparse Hair Workflow:
 - fixes issue when character's mesh is stretched and hair/fur becomes sparse and needs increased density in those areas
- Developed algorithms to visualize geometry and animations:
 - self-collision visualizer
 - external-collision visualizer
 - surface tension visualizer
 - curvature visualizer
 - concavity visualizer
- Collision Deformer
 - ray-casting collision detection and collision resolution that runs $O(n)$ linear time complexity relative to point count
 - allows for manual control of squish based on depth of collision
- Basic Rig Shelf Tool
 - Developed a tool that automates the creation of basic rig controls of any object; primary control, secondary control, rotate-x, rotate-y, rotate-z, using MEL
- Procedural Eye Meniscus
 - Created a fully art-directable procedural setup that simulates the physical phenomena of the tear fluid in eyes

Hack Studios 2016 - 2017

CINEMATOGRAPHER/ VIDEO EDITOR/

MOTION GRAPHICS ARTIST/ COLORIST

Holloway Media Productions 2014 - 2016

FREELANCE VIDEO/PHOTO SERVICES

- Created commercial videos and animations for companies, such as; Bud Light, Brinks Security, HomeAway, Western Union, NetSpend

Rallyhood Inc. 2012 - 2014

VIDEOGRAPHER/ PHOTOGRAPHER/

MOTION GRAPHICS ARTIST

- Provided creative services to businesses, entrepreneurs, startups, non-profits, and weddings; video production, motion graphics, photography

- Created investor video promoting first round of funding to venture capitalists which raised \$1.3 million
- Created various videos, photos, and designs to demonstrate and promote the company's mobile app and website

EDUCATION

Victoria University of Wellington
MASTER OF DESIGN TECHNOLOGY | ANIMATION
GPA: 7.8 out of 9.0 (Distinction)
2024 - 2025

Victoria University of Wellington
BACHELOR OF SCIENCE COMPUTER GRAPHICS, ANIMATION & VFX (MINOR)
GPA: 6.73 out of 9.0
2021 - 2024

Texas A&M University
COLLEGE OF ENGINEERING
GPA: 3.84 out of 4.0
2019 - 2020

Austin Community College
Blinn Community College
COMMUNITY COLLEGE
GPA: 3.74 out of 4.0
2017 - 2019

FILMS

• Echoes of the Wild (VFX)	2025	DIRECTOR OF PHOTOGRAPHY, FX TD, PIPELINE TD, DATA WRANGLER, VIDEO EDITOR, COLORIST
• Killing Time (Live-Action)	2025	DIRECTOR OF PHOTOGRAPHY, PRODUCER, ACTOR, VIDEO EDITOR, SOUND DESIGNER, COLORIST
• The Amazing Adam (3D Animation)	2025	VIRTUAL CAMERA OPERATOR, ASSET TOOL DEVELOPER (HDA'S)
• Raise Ravens (3D Animation)	2024	VIRTUAL CAMERA OPERATOR
• Tape V (Live-Action)	2024	DIRECTOR OF PHOTOGRAPHY
• Stick It to the Man (3D Animation)	2024	CHARACTER MODELER, RIGGING TD, ANIMATOR, CHARACTER FX TD, LAYOUT TD, CAMERA ANIMATOR, VIDEO EDITOR, SOUND DESIGNER, COLORIST
• Act Blind 101 (Live-Action)	2023	DIRECTOR OF PHOTOGRAPHY
• Red (Live-Action)	2022	DIRECTOR OF PHOTOGRAPHY, VIDEO EDITOR, SOUND DESIGNER, COLORIST
• 2D Genesis (Live-Action)	2022	DIRECTOR OF PHOTOGRAPHY
• Cubephoria (VFX)	2022	DIRECTOR OF PHOTOGRAPHY, VIDEO EDITOR, VFX ARTIST, SOUND DESIGNER, COLORIST
• Dear Sidewalk (Live-Action)	2012	PRODUCTION ASSISTANT

FILM AWARDS & RECOGNITION

Awards:

Best Visual Effects · New Zealand Youth Film Festival (2025), Echoes of the Wild · New Zealand

Adobe Best Editing · New Zealand Youth Film Festival (2022), Cubephoria · New Zealand

Best Short Film · FilmNest International Film Festival (2024), Act Blind 101 · India

Best Actor · Action Thriller Crime Adventure Film Festival Private Room (2024), Act Blind 101 · Georgia

Nominations:

Honourable Mention · RTF Realtime International Film Festival (2025), Echoes of the Wild · United Kingdom

Quarter Finalist · Kobani International Film Festival (2025), Echoes of the Wild · Germany

Finalist · NZ Indie Film Festival (2024), Act Blind 101 · New Zealand

Finalist · 4Theatre Selection (2024), Act Blind 101 · United Kingdom

Best Directing · New Zealand Youth Film Festival (2023), Act Blind 101 · New Zealand

Best Editing · New Zealand Youth Film Festival (2024), Tape V · New Zealand

Best NZ Live-Action Student Work · The Vision Feast Film Festival Auckland (2023), Cubephoria · New Zealand

Best NZ Live-Action Student Work · The Vision Feast Film Festival (2024), Act Blind 101 · New Zealand

Narrative Short · Third Culture Film Festival NZ (2024), Act Blind 101 · New Zealand

Official Selections:

Show Me Shorts (Oscar® & BAFTA Qualifying) (2025), Echoes of the Wild · New Zealand

San Diego International Film Festival (2025), Echoes of the Wild · United States

TrikFilm (2025), Echoes of the Wild · Czech Republic

Bradford International Film Festival (2025), Echoes of the Wild · United Kingdom

Chiang Mai International Fantastic Film Festival (2025), Echoes of the Wild · Thailand

Festival Internacional de Cortometraje UVAQ (2025), Echoes of the Wild · Mexico

AnimArte International Student Animation Festival (2025), Echoes of the Wild · Brazil

HONOURS & MEMBERSHIPS

VISUAL EFFECTS PROFESSIONALS GUILD NEW ZEALAND
Participate periodically in professional networking

PHI THETA KAPPA: INTERNATIONAL HONOR SOCIETY
Inducted into honour society based on academic merit

ANIMATION & VFX CLASS REPRESENTATIVE

Selected by Design Faculty to represent ANFX Major