

RYAN HOLLOWAY

TECHNICAL DIRECTOR

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SOFTWARE

Houdini, Maya, Unreal Engine, Blender, Nuke, Fusion, Deadline, Git, Reality Capture, DaVinci Resolve, Photoshop, After Effects

PROGRAMMING

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

EXPERIENCE

- Like A Photon Creative **2026 - present**
PIPELINE TECHNICAL DIRECTOR
 - Maintaining and supporting 3D Animation Film pipeline in collaborative team environment
 - Developing new tools for Houdini Pipeline
 - Created a Camera HDA - importing Alembic camera data
 - Creating a Culling System for scene and render optimization
- 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**
 - Created commercial videos and animations for companies, such as; Bud Light, Brinks Security, HomeAway, Western Union, NetSpend
- Holloway Media Productions **2014 - 2016**
FREELANCE VIDEO/PHOTO SERVICES
 - Provided creative services to businesses, entrepreneurs, startups, non-profits, and weddings; video production, motion graphics, photography
- Rallyhood Inc. **2012 - 2014**
**VIDEOGRAPHER/
PHOTOGRAPHER/
MOTION GRAPHICS ARTIST**
 - 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