

Ronald Kury

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[Portfolio](#) | ronaldk.com

(Updated portfolio upon request)

Highly experienced character/ creature artist with focus on character pipeline development and technical art.

Experience

2013 - (Current) ArenaNet, Bellevue, WA
Character Artist, Senior Creature Artist.
Guild Wars 2, Heart of Thorns, Path of Fire

2008 - 2012 WB Games - Monolith Productions, Kirkland, WA
Character Technical Artist.
Shadow of Mordor, War in the North, F.E.A.R.2

Personal

2017 - (Current) DigiPen Institute of Technology, Redmond, WA
Adjunct teacher, *Advanced Creature Sculpting CG398-A*

2016 - Co Founder at Camp 3 Studios, Seattle, WA
Co built '[go Blowfish](#)', a Personal side project/ self published UE4 mobile Game.

2015 - Founder at Creaturas.XYZ, Seattle, WA
Creaturas.xyz provides Zbrush tutorials and demos for Latin american students.

Technical

- Highly experienced in Zbrush, 3d Studio Max, Maya, Substance Painter, Adobe Photoshop, Unreal Engine 4.

- Tech Art: Character/ Creature pipelines, UE4 Blueprint scripting, Mel Scripting, Tools, Animation Rigs.

Education

Bachelor of Fine Art in Production Animation

2004 - 2008 DigiPen Institute of Technology -Redmond, WA

Associate Fine Art Degree in Production Animation

2001 - 2003 DigiPen Institute of Technology - Redmond, WA

Cinematography, Film and Media production

2000 - 2001 Instituto Grafico de Artes Digitales (IGAD) - Guayaquil, Ecuador

Diploma, Major in Literature and Philosophy

1994 - 2000 Colegio Javier - Guayaquil, Ecuador