

## Contact

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## Skills

Art Direction

Game Art Production

Concept Design

Adobe Creative Suite

Unity Game Engine

Unreal Game Engine

Blender

Spine 2D

Substance Painter

# Ryan Stark

Associate Art Director At PikPok

Wellington, Wellington Region, New Zealand

## Summary

Over the nearly 15 years I've spent working in game development, I've worn many hats: Production Artist, Concept Artist, Lead Artist, and most recently, Associate Art Director. Working in roles across pre-visualization, production, and direction, I have a comprehensive understanding of what it takes to turn a simple idea into an engaging gaming experience.

With a keen eye for design and a deep knowledge of industry standards, I've worked in agile 2D and 3D pipelines and built games from the ground up. I've contributed to every phase in a game's development – from researching initial designs during pre-production, to mentoring and directing artists during production, to maintaining high quality standards with external partners and LiveOps teams during post-launch.

I've worked with dynamic and diverse teams of all sizes. Being both people-focused and product-focused, I'm able to foster creativity and cooperation with my colleagues and direct reports. I lead with positivity and curiosity, allowing me to build trust and motivate my teams. As a strong and seasoned communicator, I'm just as comfortable presenting to C-suite staff as I am providing feedback to junior artists.

From casual, free-to-play sim games to intense, story-driven run-and-gunners, I'm able to encourage collaborative innovation, provide decisive leadership, and offer pragmatic solutions at every turn. With a commitment to quality and a passion for games of all genres, I see every project as an opportunity to push myself and my team to elevate the experiences we create.

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# Experience

## PikPok

Associate Art Director

May 2018 - Present (5 years 9 months)

Wellington & Wairarapa, New Zealand

At PikPok I've been working closely with the Studio Art Director across a range of titles as project Art Director, managing internal and external teams, establishing mood & tone for new IPs, maintaining high standards of artistic quality across pre-viz, production and post launch aspects of the various titles, such as:

- Adventure Friends
- Into The Dead 2
- Viking Gods
- Greedy Cats
- I am Monster
- Agent Intercept
- My Cat Club
- Rival Star Horse Racing
- Kung Fu Clicker
- Unreleased/Unannounced Projects

## PlayStudios

Senior 2D Artist

October 2017 - April 2018 (7 months)

Burlingame

I worked across various branded online Casino products in the "MyVegas" Facebook portfolio, creating both licensed and internal content. From UI animations and VFX, to marketing material and illustrations.

## Academy of Art University

Character Concept Design Instructor

August 2017 - December 2017 (5 months)

San Francisco Bay Area

I taught a semester of, "Character Design for Games" at AAU, where I walked the students through a practical and real world approach to the design and implementation of character concept fundamentals and core concepts.

## MZ/Machine Zone (AppLovin)

Senior 2D Artist

August 2016 - August 2017 (1 year 1 month)

Palo Alto, CA

At MZ I worked with a great crew across the studio's portfolio of games, from LiveOps on their hugely successful titles like "Game of War" and "Mobile Strike" to initial development and launch of their "Final Fantasy: A New Empire" game. Managing several artists, and working with art management to develop great art in a fast paced and intensely rewarding environment.

## Rumble

Senior Concept Artist

October 2015 - January 2016 (4 months)

At Rumble Games I created the initial designs and concepts for their title, "Alliance: Heroes of the Spire" as well as various concepts for their game, "Kings Road".

## Zynga

Senior Concept Artist

July 2012 - October 2015 (3 years 4 months)

san francisco bay area

At Zynga I helped launch the incredibly successful "FarmVille 2" on Facebook. I helped design the characters, crops, animals, UI elements, storyboarded events and worked with the marketing team for various events. As a Senior Concept Artist saw the game through from production to transferring the work to the Bangaluru team, which I visited and helped train up to our standards when we put the game in their capable hands. After FarmVille 2 I worked as a Senior Concept Artist for their "Hit It Rich" mobile casino game.

## Gameloft

2D Game Artist

January 2010 - July 2012 (2 years 7 months)

Manhattan, NY

At Gameloft I was the Principal Artist for their hit mobile game, "Oregon Trail: American Settler" where I developed the game from the ground up with a great team. I also worked on several other titles like, "Zombiewood" and "Cannon Rats" while at Gameloft.

## Whynauts Animation

Character Designer

January 2007 - January 2012 (5 years 1 month)

I've worked on several shorts as a character designer, and as well as storyboard artist and visual developer with the Whynauts group for the past two years.

## Happy Trails Animation

Character Designer, Storyboard Artist

February 2006 - September 2007 (1 year 8 months)

I designed characters, created storyboards and did illustrative work for mostly commercial work.

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## Education

The Art Institute of Portland

BFA, Animation (2D) · (2005 - 2009)