

Ryan Wood

548 N.1520 E.
Lehi, UT 84043
801-362-6225
ryanwoodart@gmail.com

Education:

1994 BFA (Illustration) Utah State University, Logan, UT

Work Experience:

2000-present

Avalanche Software/Disney Interactive
Art Director

2010-2014

Schoolism.com online course--Instructor
Painting in Painter with Ryan Wood

2012 UVU Adjunct Faculty

Digital Painting for Illustration II

1995 Saffire

Character/3D Artist

1994 Sculptured Software

Artist

Exhibitions:

2013 *Over the Line!*

Ltd. Gallery, Seattle, WA

2010 *Star Wars Art:Visions*

Lucasfilm San Francisco, CA

Tools:

Maya, Photoshop, Painter, zBrush
Proprietary development tools(Disney)

Websites:

instagram.com/woodyart
ryanwoodart.tumblr.com

Clients:

Disney, Marvel, Scholastic, Abrams, Blizzard, Lucasfilm

Ryan Wood has over 15 years of game development and digital painting experience under his belt. He is well-known through his work with Disney, THQ, Nickelodeon, Blizzard, Marvel, and Lucasfilm. He has done painting demos at Siggraph and has been featured numerous times in Spectrum Fantastic Art. He presently works at Disney Interactive in Salt Lake City, UT.

