



Ryan Caragher Eli Creative Arts

PRINT DESIGNER - GRAPHIC DESIGNER - ILLUSTRATOR - VECTOR ARTIST

CONTACT

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PROFICIENCIES



PHOTOSHOP
Concepts
Digital Painting
Photo Editing



ILLUSTRATOR
Vectors
Graphics
Logos



MAYA 3D
Modeling
UVs
Texturing



AFTER EFFECTS
Motion Graphics
Video Editing
Gifs/Loops



ZBRUSH
Sculpting
Model Staging
Posing



PHYSICAL
Markers/Pencils
3D Printing
UV/Laser Printing

SKILLS

Graphic Design, Print Design, Team Coordination, Printmaking, Vector Creation, Character Design, Concept Drawing, Photo Editing, Gif Creation, Animated Illustration

Team Leadership, Writing, Lore Consulting, Project Troubleshooting, World Building

EDUCATION

 **SAVANNAH COLLEGE
OF ART AND DESIGN**

Graduated 2021

BFA ILLUSTRATION
Concentration in Concept Art for Animation
And Games

GAME ART MINOR

MONSTER FIGHT CLUB LLC (2022-2024)

CYBERPUNK EDGERUNNERS: COMBAT ZONE (2023-2024)

- Collaborated with a versatile team to match style of source material while meeting quotas and expectations of our partner, CD Projekt RED
- Used love of the IP to propose and plan a complete shift in art style that saved project from cancellation
- Textured and exported 3D models for use as pexiglass standees for use in core game box
- Devised cutlines and print sheets to optimize printing for maximum profitability and ease of use on a UV Printer and Laser Cutter
- Designed graphics for use in manuals, splash art, cards, and advertising meant explicitly to please existing fans

MONSTER SCENERY: METROPOLIS TERRAIN LINE (2022-2024)

- Led and Coordinated between the art team and production teams to manufacture a product line of tabletop terrain for use in various games
- Revamped the production process for the product line, turning a failing product into the most profitable product on the MFC catalogue per margin
- Managed the trajectory of the product line by taking feedback and devising new cutlines and products to continue sales
- Led the concept ideation and creation of new graphics to further the product line with a quota set by the company

CYBERPUNK RED: COMBAT ZONE (2023)

- Collaborated with a versatile team to match style of source material while meeting quotas and expectations of our partner, CD Projekt RED
- Devised a wide range of graphics under strict quotas with the other members of the art team, working together to match styles to be seamless.
- Created and managed printboards and cutlines to prioritize profitability and material optimization

BORDERLANDS MR. TORGUE'S ARENA OF BADASSERY (2022-2023)

- Collaborated with a versatile team to match style of source material while meeting quotas and expectations of our partner, Gearbox Software
- Created a wide range of graphics under strict quotas with the other members of the art team, working together to match styles to be seamless.

FREELANCE AT ELI CREATIVE ARTS (2019-PRESENT)

Various work to help clients make their artistic dreams become a reality. Works completed include logos, graphics, stickers, portraits, personalized cards, packaging, advertisements and social media posts. Most was created in vector for versatility.

SMOKE CITY (2021-2022)

Managed a diverse team of employees with a focus on customer retention and service. Created schedules, managed inventory, and handled customer complaints. Listened to customer reviews and opinions to lead the store to a state of steady quarterly growth and profitability. Created a community of core customers to encourage an expanded customer base through word of mouth.