

# Ryan Swenson

3D Generalist

## Education

3D Digital Design BFA  
Mathematics Minor  
Rochester Institute of Technology  
Graduating May 2027  
GPA 3.8

## Software

Houdini  
Maya  
Nuke  
Python  
Unreal Engine  
Blender  
Substance Painter  
Adobe Suite

## Skills

Fluid Simulation  
Particle Simulation  
Solaris/USD  
Lighting  
Pipeline Management

## Awards

5x Dean's List Recipient

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## Experience

### Multimedia Intern | L3Harris | June 2026 - August 2026 | Rochester, NY

- Created 3D training scenarios for videos and other interactive content
- Developed new pipelines to integrate new media and client support

### Student Researcher | RIT | Jan 2026 - May 2026 | Rochester, NY

- Organized research and oversaw meeting notes in a research environment for an in-development physical rehab XR app

### Scripting Classroom Assistant | RIT | Aug 2025 - Dec 2025 | Rochester, NY

- Supported student learning by reiterating technical concepts, debugging, and providing creative feedback as they interface with Python and node-based scripting for the first time

### Student Volunteer | ACM SIGGRAPH | Aug 2025 | Vancouver, BC

- Enhanced conference experience by organizing queue formation and directing presenters and attendees toward their destinations

### Imaging for 3D Classroom Assistant | Feb 2025 - May 2025 | Rochester, NY

- Streamlined course operation by editing showreels, defining a file structure for course assets, and helping students solve technical and creative problems as they learned integration of 2D and 3D pipelines

### Specialty Team Member | Target | Dec 2022 - Dec 2025 | Wilmington, MA

- Assisted retail operation by helping with customer service, training new hires, and fulfilling online orders to meet high demand

## Projects

### MSD Drone Visualization

- Collaborated with a group of engineers to visualize their drone payload, using design techniques to communicate abstract concepts (edge computing)

### Gatorade Advertisement

- Worked with a team of advertisement photographers to create a mock ad for Gatorade by leveraging skills with fluid simulation, light-matching, and on-set VFX supervision