

RYAN M JAMES

DIRECTOR • EDITOR • WRITER

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I live for the chance to channel my passion for film, animation, & games into compelling pieces with cinematic visual style and a strong narrative.

HONORS:

- **GDC SPEAKER** **2017**
 - *Realistic Performances in Games ["The Naughty Dog Way"]*
- **WRITER'S GUILD AWARD for Videogame Writing** **2016**
 - *Uncharted 4: A Thief's End*

GAMES:

- **LEAD VOICEOVER DIRECTOR, WRITER, former LEAD EDITOR – Naughty Dog** **2009 - present**
 - ADR director for all in-game dialogue for *The Last of Us, Part II*. Co-writer for in-game dialogue and narrative collectibles.
 - Motion Capture/ADR director for various cinematics and majority of in-game dialogue for *The Uncharted: The Lost Legacy, Uncharted 4: A Thief's End*. Additional direction on *The Last of Us*.
 - Co-Writer of majority of in-game dialogue and various cinematics for *Uncharted: The Lost Legacy*. Additional writing for in-game VO on *Uncharted 4: A Thief's End* and *The Last of Us*.
 - Supervising Editor for all cinematics, in-game dialogue, and some trailers on *Uncharted: The Lost Legacy, Uncharted 4: A Thief's End* and *The Last of Us*. Additional Editing for in-game cinematics & dialogue for *Uncharted 2: Among Thieves* and *Uncharted 3: Drake's Deception*.
 - Coordinated implementation of thousands of lines of dialogue across multiple departments.
 - Assisted Creative Director with Mocap/ADR preparation and script supervision.
 - Managed department of in-house editors and outsourced dialogue editing, as well as delivery of cinematics mixes to external vendors.
- **VIDEO EDITOR – Pandemic Studios / Electronic Arts** **2006 - 2009**
 - Wrote, directed, & cut trailers, conceptual pitch videos, behind-the-scenes video blogs, advertising & recruitment material, plus in-game cinematics.
 - Expanded in-game tools for capturing cinematic imagery within 3 game engines.
 - Localized video pieces for distribution to international markets.
 - Spearheaded implementation of production process in a newly-developed department.
 - Managed audio-visual assets and scheduling in support of 4 game teams simultaneously.
 - Credits include *Destroy All Humans! 2, Mercenaries 2, Lord of the Rings: Conquest, The Saboteur*, and other unannounced projects.
- **VIDEO PRODUCTION – Pandemic Studios** **2004 - 2006**
 - Shot & edited cinematics & advertising material for *Star Wars Battlefront II*.
 - Developed in-game tools for filming within game engines.
 - QA and production assistant duties on *Star Wars Battlefront I & II*.
- **DESIGNER/CHARACTER ANIMATOR – Igloo Games** **2000 - 2001**
 - Game demo *Space Smuggler Sam*
- **CO-PRESIDENT/PRODUCER/LEAD DESIGNER – Illusive Entertainment, LLC** **2001 - 2002**
 - *URBAN JUNGLE – Video Game Demo* 2001 - 2002
 - Established company business plan, managed legal steps necessary for incorporation.
 - Producer & Lead Designer of student-run team for original online multi-player game demo.
 - Pitched demo to multiple publishers.

FILM:		
○	DIRECTOR•EDITOR•WRITER – Illusive Entertainment, LLC	2001 - present
	<u>THE "WHAT IF" FACTOR – Independent Short Film</u>	2017
	● Editor, producer.	
	<u>"SUNSHINE" – Jo Mersa</u>	2014
	● Editor.	
	<u>A CLONE APART – Machinima Web Series</u>	2006 - present
	● Co-writer, editor, director, & voice-actor for original series, captured within the <i>Star Wars: Battlefront II</i> game engine.	
	<u>WITHOUT WORDS – Independent Short Film</u>	2013
	● Co-director, producer, editor, actor.	
	<u>FORBIDDEN</u>	2012
	● Co-Author of the novel published by Harper Teen.	
	<u>DREAMTIME – Independent Short Film</u>	2007
	● Co-director, editor, actor.	
	<u>"GHOST STORY" MUSIC VIDEO – Karaoke Outfit</u>	2005
	● Editor, DVD Author (with extras).	
	<u>PURE MORNING – Independent Feature Script</u>	2004 - 2005
	● Co-writer of award-winning screenplay.	
	<u>REAL – Independent Feature Film</u>	2003 - 2005
	● Director, editor, co-writer, & actor for original, full-length feature film.	
	● Responsible for producing and coordinating 30-person crew.	
	● Also created all Visual FX, recorded ADR, and supervised the original score.	
	● Wrote, edited, and produced all trailers and print marketing materials.	
○	DIRECTOR – Narratus, Inc.	2007
	● Theatrical portion of Pacific Symphony fundraiser <i>Concert Royale</i> . Also Produced, directed, & edited multi-screen video segment portion of program.	
○	CO-PRODUCER – Unlicensed Media	2006 - 2009
	● Independent feature film <i>The Devil & Saddam Hussein</i> .	
○	ASSISTANT DIRECTOR – Various	2006
	● Including romantic comedy short <i>Blind Luck</i> & award-winning mockumentary <i>Desperately Seeking Paul McCartney</i> .	

Education:

University of California, San Diego
 BA in Film/Video/Animation, 2003

Skills:

Always put structure and character first, with the goal to create something fresh.
 Mindful of emotional honesty and consistent tone when directing actors.
 Conscientious, responsible, hard-working, organized, multi-tasker & team manager.
 Self-sufficient but thrive in a team environment.
 Also experienced with animatics, sound FX, & foley recording.
 Extensive experience editing with *Adobe Premiere, Final Cut Pro & Pro Tools* for video, sound & music.
 Familiar with graphics and animated title design using *Photoshop, After Effects*.
 Member of Writer's Guild of America and BAFTA.
 Singer and actor for chamber choirs, film, & theater.
 Skilled with *Word, Final Draft, & Excel*.
 Certified scuba diver, International backpacker, amateur swing dancer, fencer, and chef.