



Ryan Nelson

Multi-disciplinary Designer, Developer, Animator & Producer

About Ryan

Ryan Nelson is a multi-disciplinary designer, developer and producer experienced in bringing products to market.

A longtime collaborator with veteran screenwriter John August, Ryan helped launch the open source screenplay format *Fountain*, creating a new category of screenwriting apps.

He was lead designer on numerous apps, including *Highland* and *Weekend Read*, and his work on *Writer Emergency Pack* helped to make it one of the most-backed card projects in Kickstarter history.

Ryan is currently focused on designing and developing virtual reality experiences in Unity 3D.

Education

- B.J. Strategic Communication
University of Missouri

Experience

VR Designer & Developer Freelance

2016 – Current

Virtual Reality

Figaro

Lead Designer & Developer / Encyclopedia Pictura

I'm the lead designer & developer on Figaro, a VR puppetry tool built to dramatically speed up the production of 3D animation by allowing a puppeteer to single-handedly perform and record an entire scene.

Virtual Reality

GUD

Lead Designer & Developer / Wizard Heart

In this creative sandbox god game I designed and built with *Adventure Time* creator Pendleton Ward, automatic character rigging, procedural animation and behavior trees allow players to breathe life into creatures they sculpt themselves on a planet all their own.

Director of Digital Things Quote-Unquote Films

2010 – 2016

For screenwriter, director, producer and author John August, I was responsible for the continuous design and rollout of new products, features, and web properties related to the popular screenwriting resource johnaugust.com. I oversaw the launch and the integration of the John August Store, the Scriptnotes Podcast, and designed & produced two successful Kickstarter projects.

As lead designer for the Quote-Unquote Apps brand, I designed desktop and mobile apps, browser extensions, as well as marketing websites & video animations. I also created workflows for internal issue tracking and customer support.

Online Brand

johnaugust.com

Lead Designer / Quote-Unquote Films

By integrated Slack, Wordpress, Reamaze, Shipwire, Shopify and other services I created a unified experience for customers and staff. I also designed and produced products for the John August Store.

iOS App

Weekend Read

Lead Designer / Quote-Unquote Apps

Designed a mobile optimized interface, there is no better way to find and read screenplays on iOS.

macOS App

Highland

Lead Designer / Quote-Unquote Apps

I designed the user interface for this minimal but beautiful writing experience on the Mac. Winner of 2013 MacWorld editor's award, and responsible for kicking-off the plain text screenplay revolution with the open source *Fountain* format.

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Skills + Tools

- Guiding product design from concept to production & marketing
- Expert in Adobe Photoshop, Illustrator, InDesign and After Effects
- User-focused design across web, desktop, mobile & VR platforms
- Behavior Tree design for AI in Unity 3D
- Rapid VR prototyping with Unity 3D and VRTK
- Front-end web development with HTML, CSS, PHP, JS, Bootstrap and Less
- Quickly and independently learning new tools, technologies and APIs
- Connecting multiple existing technologies to overcome design & logistical challenges

Quote-Unquote Films, continued:

macOS App

Bronson Watermarker

Lead Designer / Quote-Unquote Apps

I integrated complex PDF security options into a unified desktop user experience that allows for personalized watermarked documents in a single click. Used in film & tv production, including the *Arrested Development* Netflix series.

Video Game

Karateka

UI Designer / Quote-Unquote Apps

I provided UI, icon, and marketing key art design for Jordan Mechner's reimagining of his 1984 classic for iOS, Steam, PC, XBLA and PS3.

Card Game

One Hit Kill

Product Designer & Producer / Quote-Unquote Films

For this table-top card game, I designed the packaging, card layouts, and produced its Kickstarter video. The project was successfully funded at over \$76,000.

Card Deck

Writer Emergency Pack

Product Designer & Producer / Quote-Unquote Films

I produced this little deck of cards designed at helping writers get through writers' block. The Kickstarter raised over \$155,000, making it the most-backed card deck product until *Exploding Kittens*. Best of all, for each deck sent to backers, we were able to donate a deck to youth writing programs across the country.

Video Production & Animation Freelance

2012 – 2016

Interactive Prop

The Cleanse

Interactive Prop Design / Newfield Pictures

For the film *The Cleanse*, I delivered a remotely-updatable laptop configured to allow actor Johnny Galecki to surf to and interact with fictional URLs during filming, eliminating the need for motion-tracked screen replacement.

Animation

Halt & Catch Fire

Art Direction & Animation / AMC Studios

I brought the fictional 80s online service *Mutiny* to life with pixel-art animation for the season two finale of *Halt & Catch Fire*.

Animated Short

Sticks

Story Consultant & Animator / Quote-Unquote Films

I served as animatic editor, animator and story consultant for this short film about a magical automaton come to life.

Short Film

Eric Goes West

Producer

I managed the production of *Eric Goes West*, a short film about a man on a sailboat celebrating his birthday alone at sea.