



# Ryan Nelson

Multi-disciplinary designer & developer

## 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 and digital puppetry tools in Unity 3D.

## Education

→ B.J. Strategic Communication  
University of Missouri

## Experience

### VR Designer & Developer Freelance

Digital Puppetry

#### Real Interviews Ongoing

Developer & Rigger / Thinko

I'm currently working with studio Thinko to take their existing prototype real-time digital puppetry system to the next level by providing auto character rigging, shader creation and realtime performance controls in Unity 3D, configured for custom Arduino-based glove controllers.

Virtual Reality

#### Figaro 2018

Lead Designer & Developer / Encyclopedia Pictura

In collaboration with studio Encyclopedia Pictura, I designed & developed 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 2016-2018

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](http://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.

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## Quote-Unquote Films, continued:

### 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 using C# and VRDK in Unity 3D
- Front-end web development with HTML, CSS, PHP, JS, Bootstrap and Less
- Quickly and independently learning new tools, technologies, APIs and hardware SDKs
- Connecting multiple existing technologies to overcome design & logistical challenges

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.

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

Interactive Prop

### The Romanoffs 2018

Art Direction & Animation / Weiner Bros. Picrow

On the Amazon original series *The Romanoffs*, I combined internet archeology, web development, and After Effects animation to create time & place accurate depictions of Google search activity in Russia circa 2008.

Interactive Prop

### The Cleanse 2017

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 2015

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*.