



Ryan Callahan

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Portfolio: <https://techgraphics.pro>

I am a senior-level technical and scientific illustrator/ animator specializing in engineering, manufacturing, patent, medical device, and biological/scientific illustration and animation. I am versed in several types of professional software creating 2D and 3D illustration, animation, and written content for web-based learning, technical manual publication, engineering R&D, product development, marketing, and litigation.

Professional Experience

Technical Illustrator / Animator

Chargepoint, Inc., Campbell, CA (Remote) Feb. 2021 - Present

Responsibilities include:

- **Technical Illustration for Online/Offline Technical Publications**
 - Collaboration with technical writers in the creation of detailed installation manuals and instructional videos for Chargepoint electric vehicle charging stations within the U.S. and globally. This also includes BOM creation and ECN integration.
 - Illustration styles include pictorial, isometric, photo-realistic 2D vector, 3D and "word down" strategies to reduce future localization/translation.
 - Collaboration with UX teams to ensure accessibility and mobile device considerations.
- **Workflow Lead**
 - Established new, more efficient workflows within the technical publications team to align with industry best practices including file management, nomenclature systems and version control.
 - Initiated and led pros/cons analysis for software tool changes to accommodate the type of illustration/animation being created, resulting in gained efficiencies in production time.
 - Established direct lines of communication with product engineering and manufacturing leads to ensure accuracy, safety and legal compliance.

Technical Illustrator / Animator / Writer

Rytec Corporation, Hartford, WI (Remote) Feb. 2020 - Feb. 2021

Responsibilities included:

- Lead Illustrator/Animator
 - Planned, developed, organized, illustrated, animated, edited, and maintained high quality technical documentation, publications, tutorial videos, and webinars.
 - Provided the highest level of accuracy, clearly communicating with key stakeholders, in Engineering, Technical Solutions, and Manufacturing.
 - Participated in R&D and installation procedures alongside engineering and technician teams.
 - Worked with engineering department to understand manufacturing and testing processes
 - Worked with assembly department to understand shipping and installation procedures
 - Example of a complete Installation Manual:
<https://www.rytecddoors.com/sites/default/files/documents/Spiral%20LP%20Install%20Manual%20-%201072127-0%20-%20Rev01%280920%29.pdf>

Contractor / Consulting / Freelance

Illusphere (Remote) Mar. 2015 - Feb. 2020

Responsibilities included:

- Provided technical and scientific illustration, R&D, and modeling/animation services.
- US Patent prior art archivist and intellectual property researcher.
- Created patent drawings (including BOMs and ECN integration), schematics, blueprints, instructional/assembly diagrams, marketing guides, and technical writing.

Graphics Technologist

Engineering Systems, Inc. (Formerly Demonstratives, Inc.) Ames, IA (Apr. 2012 – Jul. 2016)

Responsibilities Included:

- Created 2D and 3D imagery and animation for investigative and litigative purposes and courtroom demonstrations.
- Subject matter included environmental visualizations, catastrophe investigation, patent infringement (intellectual/technological/medical device), and accident simulation.
- Created layout and print work for courtroom visualization aids and demonstratives.
- Designed and implemented graphical elements for public website and intranet.
- See: <https://www.demonstratives.com> & <https://www.engsys.com>

Education

Certifications

- SolidWorks - CAD engineering, 3D modeling and design, simulation and process management.
- Volume Graphics Studio Max - analysis and visualization of industrial computed tomography (CT) data. Applications include segmentation, analysis, and visualization; native processing of voxel, point cloud, mesh, and CAD data; macros, templates for automation, and FARO scan processing.

Degree

- Bachelor's of Arts & Science in Biological & Pre-Medical Illustration and Communication, Iowa State University of Science and Technology, Class of 2011

Technical Skills & Tools

Software: Advanced

- Adobe Illustrator
- Adobe Photoshop
- Adobe Bridge
- 3DS Max
- Cinema 4D
- VG Studio Max (certified)
- SolidWorks (certified)
- SolidWorks Composer
- Luxion Keyshot
- Redshift Renderer
- Arnold Renderer

Software: Working Knowledge

- Siemens NX
- Creo (Pro/E)
- Adobe After Effects
- Adobe Lightroom
- Mudbox
- Zbrush
- Adobe InDesign
- Powerpoint/Keynote (animation)

Project Tools

- Jira & Confluence
- Teamcenter
- SAP
- Slack
- Harvest

People Skills

Interpersonal

- Ability to communicate well with varied levels of technical experience
- Thrive in collaborative environments while being effective and efficient working independently
- Respectful of others' time
- Appreciate constructive criticism
- Practitioner of the Golden Rule

Communication Style

- Repeat what I've heard to confirm scope requirements
- Often end meetings with a recap of action items, deliverables, and deadlines
- Comfortable leading meetings or supporting by taking notes
- Take pride in being direct, open and honest while respecting individual boundaries