

Tyler Agte

3D / 2D ARTIST

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Known Software:

- Photoshop CS6
- Illustrator CS6
- Substance Painter
- Substance Designer
- 3DS Max
- Maya
- Blender
- ZBrush
- Unity 5
- Unreal 4
- Tortoise SVN
- Perforce
- Mantis BT
- JIRA/Confluence

Proficiencies:

- Stylized and photo realistic art in 2D and 3D
- Efficient and optimized use of texture space and poly limits
- Developing assets from thumbnail to final in-game ready
- Traditional art foundation in anatomy, lighting and form
- Strong communication across all teams and management
- Troubleshooting, documenting and meeting deadlines
- Acclimation to new environments, software and pipelines

Work Experience:

TimeFireVR

Hypatia

Scottsdale, AZ

Environment Artist

08/2016 – 07/2017

- Model and texture realistic hard-surface and organic assets using PBR workflow, including collisions and LOD's within Blender and Substance Painter
- Author assets based on provided reference or from scratch
- Create 2D and 3D concepts using Blender, Unreal 4 and traditional methods
- Participate in creating teach-backs for team knowledge exchange
- Update and create documentation guidelines

Safe Communications

Kuboo.com

Kuboo Dash iOS

Scottsdale, AZ

Art Director

04/2014 – 08/2016

Lead Artist

02/2013 – 04/2014

2D Artist Intern

10/2012 – 02/2013

- Created and maintained art/style documentation for team use
- Led team meetings to coordinate goals, sync development, and note achievements
- Produced original and licensed content to fulfill design and partner specifications
- Led development and design of 5 month F2P iOS infinite runner
- Worked closely with teammates to maintain goals, optimize performance, and refine designs
- Actively pursued new skills to improve projects and accomplish tasks
- Took part in all aspects of art development from concept to level placement
- Mentored new artists to keep consistent art
- Managed and collected outsourced content to reduce development time.

Additional Experience:

- **Embodied Games (Contract):** General Artist for 2D & 3D work in Blender, Adobe, and Unity
- **RCM Productions, LLC (Contract):** General Artist for 2D & 3D work in Blender, Adobe, and Unity
- **Kenaz Computer Consulting:** Logo design using Photoshop CS6 and Illustrator CS6
- **Handpaintedtextures.com:** Created tiling hand painted textures using Photoshop CS6
- **Northsight Capital Inc:** Varied logo designs using Photoshop CS6 and Illustrator CS6
- **Envato Market:** 3DOcean author for tiling textures using Photoshop CS6
- **Kuboo Cloudfall iOS:** Art consulting on behalf of Safe Communications

Education:

Collins College

B.S Game Art and Design

2010 – 2013

Tempe, AZ

GPA 3.55

- Dean's List and President's list
- Collins College Alumni Award 2014 recipient