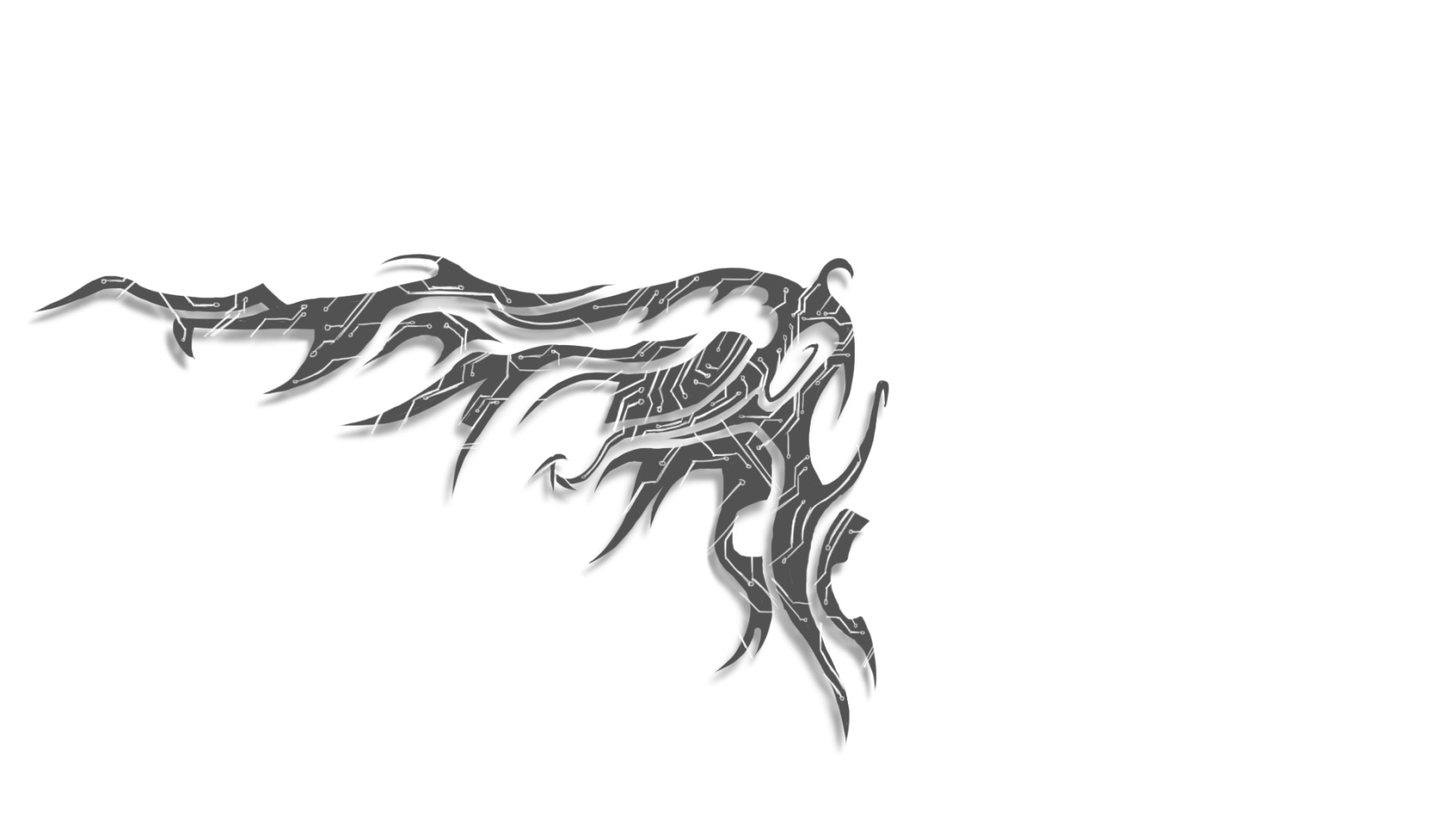
**Tyler Anderson** *(971)226-7859  
tyandersonart.com*[tyandersonart@gmail.com](mailto:tyandersonart@gmail.com)

*Technical/Environment Artist  
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-Range of art and technical backgrounds.  
-Values teamwork and criticism, yet independent and self-motivated.  
-Strongly detail-oriented, loves building and exploring virtual worlds.

**Experience**

Hellborne(Student project, Oct-Dec 2013) – Environment Artist in a team of 30-40 other students. Responsible for creating assets such as ammo crates, destroyed trains, and the Portland Steel Bridge.

Pipeworks Studios (Apr 2014–Present) – General Artist responsible for a variety of tasks like concept art, modeling, texturing, rigging/animating, and scripting a few of my own Maya tools to increase productivity.

**Skills**

Modeling (hard and organic, stylized and realistic)  
Unwrapping and texturing  
Painting (Traditional and Digital)  
Lighting  
3D Animation  
Rigging  
Programming (shaders, scripting, networking, and AI)

**Tools**

Maya  
Photoshop  
Unity  
Unreal  
After Effects  
Final Cut  
Visual Studio (C++, OpenGL, Javascript, CSS, and Winsock)

**Education**

Art Institute of Portland (2010–2013)  
 BS in Visual Game Programming

**Work History**

Subway (May 2011-Jan 2014): “Sandwich Artist”

-Reliable (Never called in sick, always on time).  
 -Sociable toward coworkers and customers.  
 -Dedication to performing tasks well.