**Tyler Anderson** *(971)226-7859
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*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.