

TYLER WILSON

Lead Character Artist

Vancouver, BC

tylersart.com

tylercwilson@gmail.com

Summary

I am a very detail oriented and technical artist who enjoys learning and mentoring. Since the year 2000 I've made main characters for Sleeping Dogs, Prototype, Bully, Scarface, The Incredible Hulk: Ultimate Destruction, and a few that never made it.

Skills

- Character Creation
- Technical Art
- Marketing Materials
- Outsourcing
- Organization
- Leadership

Tools

- Maya, 3ds Max
- ZBrush
- Substance Painter
- Marvelous Designer
- Marmoset Toolbag, Keyshot
- Photoshop, Knald, Handplane

Experience

Lead Artist

Mar 2016 – Present

Hothead Games

- Manage a team of artists to meet art direction and scheduling requirements.
- Bring high fidelity art to the mobile market.
- Work closely with other departments such as Central Tech and Marketing.
- Hands on creation of marketing materials increasing installs by 15%.
- Organize lunch and learns for artists to share new techniques and demo tools.

Video Instructor

Jan 2018 – Feb 2018

Think Tank Training Center

- Created six video classes for this, Top 10 in the world, VFX Training center.
- Intro to ZBrush, sculpting a rock, and sculpting folds.
- Intro to Marvelous Designer, creating complex patterns, integrating ZBrush into a MD workflow forward and backwards.

Senior Character Artist

Dec 2014 – Jan 2016

United Front Games

- Converted all the characters over to PBR.
- Worked closely with the rendering engineer to fine-tune shaders.
- Established the first female base meshes and skeletons on a new project.
- Created a database of all the sculpts the company has ever created.
- Character support and content creation for a live free to play game.

Freelance Artist, Founder

Apr 2012 - Dec 2014

Kokubo Games Inc

- Work for various companies as a consultant and artist
- Create high resolution characters for consoles

Creative Director, Founder

Jul 2009 – Apr 2012

Occamy Games Inc

- Created, marketed, maintained, and ported Moto X Mayhem. Winner of several contests and played by over 60 million people.
- Hired and managed a small team of four to release in-app purchases, updates, spin-offs, and ports.

Senior Character Artist

Aug 2008 – Jun 2010

United Front Games

- Created Wei Shen, the player character, and managed production of unlockable wardrobe.
- Provide direction, feedback, and scheduling to two character artists generating Wei's wardrobe.
- Created male and female base sculpts and rigs.

Creative Director, Founder

Feb 2008 – Mar 2009

Startup Freelance Studio

- Hired and managed a small team to reach deadlines and realize client art direction.
- Created contract art for various console games.

Lead Character Artist

Jul 2007 – Feb 2008

Big Sandwich Games

- Managed a small team to reach deadlines and realize art direction.
- Remotely receive and act on feedback from Bioware directors.
- Created characters for a Bioware sequel which was not released.

Senior Technical Character Artist

Jul 2004 – Jul 2007

Radical Entertainment

- Interfaced with Engineers and Animators to accomplish character gameplay goals.
- Provide support and direction for the character team.
- Create new rigs, systems, and characters to meet the demands of games like Prototype.

Senior Character Artist

2003 – 2004

Rockstar Vancouver

- Created a character a week for the game Bully.
- Rig and support the animation team.

Lead Artist

2000 - 2003

Piranha Games

- Managed a team of twelve artists to reach deadlines and realize the art direction.
- Created a wide variety of art for PC games.

Credits

Forged Fantasy (Hothead Games) - Lead Artist

Kill Shot: Virus (Hothead Games) - Lead Character Artist

Triad Wars (United Front Games) - Senior Character Artist

Moto X Mayhem (Occamy Games) - Founder, Creative Director, Game Designer

Sleeping Dogs (United Front Games) - Senior Character Artist

Prototype (Radical Entertainment) - Senior Technical Character Artist

Scarface: The World is Yours (Radical Entertainment) - Senior Character Artist

The Incredible Hulk: Ultimate Destruction (Radical Entertainment) - Senior Character Artist

Bully (Rockstar Vancouver) - Senior Character Artist

Western Outlaw: Wanted Dead or Alive (Piranha Games) - Lead Artist

Marine Sharpshooter (Piranha Games) - Lead Artist

Navy Seals (Piranha Games) - Lead Artist

Die Hard: Nakatomi Plaza (Piranha Games) - Character Artist