

Objective

To obtain a position as a Senior Environment Artist in a workplace that will allow me to adapt and expand my artistic creativity and technical skill while creating the best art possible.

Software

- Autodesk: Maya, Max, Mudbox
- ZBrush
- Unreal, Unity
- Allegorithmic Substance
- Adobe Suite: Photoshop, Premiere, After Effects

Experience

Roblox

3D Character Artist/Consultant
San Mateo, CA 2018 Ongoing

Telltale Games

Environment Artist/Senior Environment Artist
San Rafael, CA May 2014- Oct 2018

- Create game environments to the highest quality possible within an incredibly limited amount of time.
- Communicate with all departments to ensure seamless incorporation of UI, Animation, Choreography, and more.
- Create simple rigs for mechanical elements.

EA Maxis

Object Modeler
Redwood City, CA Aug 2013- May 2014

- Create game assets and hand painted textures for Sims 4 with very limited texture space

2K Marin

Environment Artist
Novato, CA Jun 2012-Jun 2013

- Create game assets for current gen game pipeline
- High poly/low poly baking and texture painting
- Create external documentation for 2K Shanghai

Education

The Art Institute of California
San Francisco, CA Sept 2008 - Mar 2012
Bachelor of Science Degree Received



Oakland, CA



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Titles

- Batman: The Enemy Within - Multi Platform
- Guardians of the Galaxy: The Telltale Series - Multi Platform
- Batman: A Telltale Series: Multi Platform
- The Walking Dead: Michonne: Multi Platform
- The Walking Dead 2 : Multi Platform
- Tales From The Borderlands: Multi Platform
- Sims 4: PS4/XBOX ONE/PC/MAC OS
- The Bureau: XCOM Declassified Hangar 6: R&D (DLC) - PS3/360/PC