

TYLER BREON ART DIRECTION /// CHARACTER ART

An art leader with 16 years of experience in a range of franchises (LOTR, Gears, God of War) as well as developing new properties in hyperspeed start-up settings. I enjoy building teams and thrive on the collaborative energy created when we're firing on all cylinders, and the thoughtful work that's generated for our players. Overall, driven to create classic games with great teams while having a good time doing it, together.

LEAD PRINCIPAL CHARACTER ARTIST Final Strike Games (July 2017 - present)

ROCKET ARENA

- Along with AD, developed a fresh and globally appealing character art style.
- Served the character team through hiring, coaching and career development.
- Championed and evolved our character art/creative process to be more inclusive and efficient.
- Created character renders used in marketing, maintaining brand consistency across media.
- Managed external partners and established pipelines that quickly scale at internal quality bars.

ART DIRECTOR (project) Final Strike Games (August 2019 - December 2019)

UNANNOUNCED

Worked closely with studio leadership to develop and drive the creative vision and art quality of the title, while ensuring art is aligned with design and production at every step.

Led strategic visual development to target ownable market gaps. Successfully presented an approved art vision to the publishing partner and internal team, creating buy-in and providing clear direction.

Fostered a driven, collaborative and respectful culture to maintain positive growth and productivity. Motivated artists through discovery of mutual purpose, ownership, and challenging them to be masters of craft.

Directed and co-created key art illustrations to inspire the team and establish our internal quality bar.

ART INSTRUCTOR CGMA (Sept 2015 - March 2018)

CREATURE SCULPTING and ANIMAL ANATOMY

- Courses covering animal and creature sculpting from a creative and technical perspective.
- Exploration of creatures in film history, evolving audience expectations and remixing anatomy believably.

SENIOR CHARACTER ARTIST Monolith Productions (June 2016 - July 2017)

MIDDLE EARTH: SHADOW OF WAR

- Finalized several main character faces, developed high-quality hair and eye shaders with engineering.
- Led outsourcing optimization of 200+ assets near production end, keeping internal art team flexible.
- Design exploration and final look-development for two new characters/races (Carnan and Ologs).

FREELANCE ARTIST Independent (2014 - 2019)

BIOSHOCK REMASTERED - TOTAL WAR: WARHAMMER 3

- Consulting, creating characters and working with directors and leads to define visual benchmarks.

LEAD CHARACTER ARTIST The Coalition (2013 - 2014)

GEARS OF WAR 4 (*pre-production*)

- Collaborative visual development focused on maturing the Gears aesthetic for modern audiences.

GEARS OF WAR ULTIMATE EDITION

- Character and vehicle art direction, pipeline development and style guides.
- Led team of 15 internal/external artists in the creation of character concepts and modeling.
- Created key art to pitch and establish updated style and support remastering efforts.

UNANNOUNCED

- Working closely with team and studio leaders, redefined the project's art direction, setting and tone.
- Enhanced pipeline according to project priorities (actor performance, cosmetic customization, etc).

LEAD CHARACTER ARTIST Big Red Button Ent. (2011 - 2013)

SONIC BOOM

- Developed character art pipeline, managed hiring, schedule and best practices.
- Worked with design creating visuals that clearly communicated gameplay and narrative.
- Collaborated with an external animation studio to create an on-brand Sonic for western audiences.

SENIOR CHARACTER ARTIST Santa Monica Studio (2007 - 2011)

GOD OF WAR ASCENSION and **GOD OF WAR III**

- Authored studio material and texture library to increase efficiency/consistency across all game assets.
- Built the titan boss Cronos, a hybrid character/environment. Integrated environment art techniques into the character pipeline and collaborated daily with the cross-discipline Titan team.

CHARACTER ARTIST Naughty Dog (2006 - 2007) **UNCHARTED**

CHARACTER ARTIST Treyarch (2005 - 2006) **SPIDER MAN 3**