

# Tyler Wanlass, Environment, Level Artist

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**OBJECTIVE** | Creative Level Artist looking to work with motivated individuals in a highly collaborative environment.

## SKILL SET

### Hard Skills

- 3ds Max, Zbrush
- Photoshop
- High and Low poly modeling
- Multi-pass materials including: normal, parallax / height, emissive, spec, and color maps
- MaxScript, Kismet, Lightmass & Swarm
- Extensive Unreal Engine 3 / UDK experience with two shipped titles\*
- Technical aptitude for 3d tools and proprietary game technologies

### Soft Skills

- Excellent communication skills across all disciplines
- Strong problem solving skills
- Ability to learn new techniques and software quickly and share that information amongst peers
- Self starter, highly motivated
- Able to finish tasks with minimal supervision, on time and within constraints
- Organized and detail oriented
- SCRUM and Agile development experience
- Artist training, documentation, and workshop experience

## EDUCATION

2003 – 2006

**Art Institute of California - San Diego, CA**  
**Bachelor of Science in Game Art & Design**

## INDUSTRY RELATED EXPERIENCE

3/2008 – Present

**Level Artist, High Moon Studios – Transformers: WFC** (PS3/Xbox 360 – ships 6/22/10)

- Modeling, texturing and sculpting of high (subd) and low resolution props, vehicles, and architecture
- Level design / lighting / optimization - (architecture / prop placement, decal placement)
- Working directly with designers to craft spaces that balance form and function, for great looking, fun playing levels

12/2006 – 3/2008

**Artist, High Moon Studios - Bourne Conspiracy** (PS3/Xbox 360 – ship 6/3/08)

- Modeling, texturing and rigging of props and world elements
- Massive destruction treatments for environments and assets
- Advanced Unreal Engine 3 material / shader creation
- Kismet scripting for highly interactive environments
- Worked closely with programmers, designers, artists and leads to find smart solutions to complex problems

05/2006 – 12/2006

**Contract Environment Artist, Fuel N' Spark Games LLC**

- Modeling, texturing and lighting of environments
- Level design for a casual Xbox Live Arcade game
- Pipeline, documentation, and training of other artists and animators

## EXTRAS

02/2010

**Lighting and Material workshop for the UDK (Unreal 3), Art Institute, San Diego**

- 4 hour lecture and demonstration of successful industry techniques on lighting and materials for games
- Focus on Unreal Engine tech (including Lightmass, swarm, material editor) and Photoshop.

05/2009 – 07-2009

**Contract Author for Autodesk, Inc.**

- Co-authored the 3ds Max 2010 Foundation for Games book, published by Focal Press. Contributed chapters on modeling, texturing and lighting for game environments.

## REFERENCES

Available upon request.