

# Tyler Wilson

Vancouver, BC Canada  
604-771-4577  
[TylersArt.com](http://TylersArt.com)

**Summary**            Eight years professional experience.  
Four years lead experience.  
Eight shipped titles.  
Excellent organization, technical, and communication skills.  
Self motivated and passionate about making good games.  
Available for contract or full time work.

## Experience

[Wooden Heart Studios](#)            2008-Present

### **Freelance Character Artist**

- Create characters for a variety of next and previous generation games.
- Manage freelance artists employed by my studio.
- Develop the company from the ground up.

**Clients: United Front Games, Radical Ent., Liquid Dev., and others.**

[Big Sandwich Games](#)            2007-2008

### **Lead Character Artist**

- Manage the character teams schedule and quality.
- Find and interview potential employees.
- Create characters for an exciting new Bioware project.

[Radical Entertainment](#)            2004-2007

### **Senior Technical Character Artist**

- Created the first next gen characters at Radical for two game pitches.
- Model, Texture, and Rig main characters.
- Support the animation team by maintaining skeletal and facial rigs.
- Communicate with the programming team regarding advanced game systems.

**Game Titles: Prototype, Scarface, The Incredible Hulk: Ultimate Destruction.**

[Rockstar Vancouver](#)            2002-2004

### **Senior Character Artist**

- Modeled, textured, and rigged more than 50 characters for Bully.
- Pushed the art style and quality while keeping ahead of schedule.
- Held in high regard by the Global Rockstar Art Director.

**Game Titles: Bully.**

[Piranha Games](#)            2000-2002

### **Lead Artist**

- Managed a team of eight artists.
- Responsibilities included art direction, schedule, and problem solving.
- Successfully completed milestones ahead of schedule.

**Game Titles: Die Hard: Nakatomi Plaza, Marine Sharpshooter, Navy Seals.**

## Software

[Maya](#) Advanced  
[3dsmax](#) Intermediate  
[Zbrush](#) Advanced  
[Mudbox](#) Advanced  
[Photoshop](#) Advanced  
[Roadkill UV, xNormal](#) Advanced

## References

### [Vlad Ceraldi](#), **Producer, Radical Entertainment**

"Tyler did great work as a character modeler on Ultimate Destruction and I would not hesitate to work with him again. Indeed, I have asked Hothead's Art Director to keep Tyler in mind for outsourcing work now that he has started his new venture."  
August 13, 2008

### [Zaven Ali](#), **Programmer, Radical Entertainment**

"Tyler is a very technically proficient character artist. He understands technical constraints and consistently innovates to create high-quality character models. He is passionate and pro-active and an asset to any team. I worked with Tyler for approximately three years on The Incredible Hulk: Ultimate Destruction and on Prototype, both at Radical Entertainment." August 16, 2008

### [Harry Ahn](#), **Lead Cinematic Animator, Radical Entertainment**

"Tyler is top drawer, by far one of the best individuals that I have worked with both creatively and personally. I worked with him on Hulk Ultimate Destruction, Scarface, and Prototype and on all projects he has been vital artistically and technically. Tyler is definitely some one you want on your team, I look forward to working with him again in the future." March 9, 2008

### [Gerald Sombilon](#), **Lead Animator, Radical Entertainment**

"I have worked with Tyler on numerous projects. Namely [Prototype], Scarface, and the Incredible Hulk: Ultimate Destruction. He excels at what he does. He is both technically and artistically proficient and would be an asset to any team. His attention to detail and work ethic are second to none. I whole heartedly recommend him for any artist position." March 6, 2008

### [Liberty Walker](#), **Senior Programmer, Rockstar Vancouver**

"Tyler was a great character artist to work with. He always kept the project in mind when developing characters. As an animation programmer having great characters to animate is always important. Tyler often factored in how the characters would look while animated for our project. I would love to work with him again." March 6, 2008

