

Tyler Agte

Game Artist

Phoenix, AZ

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Known Software:

- Photoshop CS6
- Illustrator CS6
- Substance Painter
- Substance Designer
- 3DS Max
- Maya
- Blender
- ZBrush
- Unity 5
- Unreal 4
- Tortoise SVN
- Perforce
- Mantis BT
- JIRA/Confluence

Proficiencies:

- Stylized and photo realistic art in 2D and 3D
- Efficient use of texture space and poly limits
- Developing assets from thumbnail to final in-game ready
- Traditional art foundation in anatomy, lighting and form
- Strong communication across all teams and management
- Troubleshooting, documenting and meeting deadlines
- Acclimation to new environments, software and pipelines

Work Experience:

TimeFireVR

Hypatia

Scottsdale, AZ

Lead Artist

03/2018 – 02/2019

Environment Artist

08/2016 – 07/2017

- Model and texture HP and LP realistic hard-surface and organic assets using PBR workflows, including collisions and LOD's within Blender and Substance
- Design, concept, block out, populate, and light environments in UE4
- Author assets based on provided reference or from scratch
- Create 2D and 3D concepts using Blender, Unreal 4 and traditional methods
- Participate in creating teach-backs for team knowledge exchange
- Update and create documentation guidelines

Safe Communications

Kuboo.com

Kuboo Dash iOS

Scottsdale, AZ

Art Director

04/2014 – 08/2016

Lead Artist

02/2013 – 04/2014

2D Artist Intern

10/2012 – 02/2013

- Created and maintained art/style documentation for team use
- Led team meetings to coordinate goals, sync development, and note achievements
- Produced original and licensed content to fulfill design and partner specifications in 3Ds Max and Photoshop
- Led development and design of 5 month F2P iOS infinite runner in Unity
- Worked closely with teammates to maintain goals, optimize performance, and refine designs in Unity
- Actively pursued new skills to improve projects and accomplish tasks
- Took part in all aspects of art development from concept to level placement
- Mentored new artists to keep consistent art
- Managed and collected outsourced content to reduce development time.

Freelance Experience:

- **Embodied Games:** General Artist for 2D & 3D in Blender, Adobe, Unity
- **RCM Productions, LLC:** General Artist for 2D & 3D in Blender, Adobe, Unity
- **Kenaz Computer Consulting:** Logo design in Photoshop CS6, Illustrator CS6
- **Handpaintedtextures.com:** Tiling hand painted textures in Photoshop CS6
- **Northsight Capital Inc:** Logo designs using Photoshop CS6, Illustrator CS6
- **Envato Market:** 3DOcean author for tiling textures in Photoshop CS6
- **Kuboo Cloudfall iOS:** Art consulting on behalf of Safe Communications

Education:

Collins College

B.S Game Art and Design

2010 – 2013

Tempe, AZ

GPA 3.55

- Dean's List and President's list
- Collins College Alumni Award 2014 recipient