

# TYLER WILSON

Lead Character Artist

Vancouver, BC

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## Summary

I have been a professional video game artist since 2000. Previously I had spent five years editing games for fun before finding out I could do it for a living. I've made main characters for Sleeping Dogs, Prototype, Bully, Scarface, The Incredible Hulk: Ultimate Destruction, and a few that never made it.

## Skills

- Character Creation
- Technical Art
- Marketing Materials
- Outsourcing
- Organization
- Leadership

## Tools

- Maya, 3ds Max
- ZBrush
- Substance Painter
- Marvelous Designer
- Marmoset Toolbag, Keyshot
- Photoshop, Knald, Handplane

## Experience

### Lead Character Artist

Mar 2016 – Present

Hothead Games

- Manage character artists to meet art direction and scheduling requirements.
- Bring something closer to 'console quality' character art to the mobile market.
- Organize lunch and learns for artists to share new techniques and demo tools.
- Some light art direction duties including creating the loading screen and various marketing materials.

### Senior Character Artist

Dec 2014 – Jan 2016

United Front Games

- Converted all the characters over to PBR.
- Worked closely with the rendering engineer to fine-tune shaders.
- Established the first female base meshes and skeletons on a new project.
- Created a database of all the sculpts the company has ever created.
- Character support and content creation for a live free to play game.

### Freelance Artist, Founder

Apr 2012 - Dec 2014

Kokubo Games Inc

- Work for various companies as a consultant and artist
- Create high resolution characters for consoles

### Creative Director, Founder

Jul 2009 – Apr 2012

Occamy Games Inc

- Created, marketed, maintained, and ported Moto X Mayhem. Winner of several contests and played by over 60 million people.
- Hired and managed a small team of four to release in-app purchases, updates, spin-offs, and ports.

**Senior Character Artist**

Aug 2008 – Jun 2010

United Front Games

- Created Wei Shen, the player character, and managed production of unlockable wardrobe.
- Provide direction, feedback, and scheduling to two character artists generating Wei's wardrobe.
- Created male and female base sculpts and rigs.

Feb 2008 – Mar 2009

**Creative Director, Founder**

Startup Freelance Studio

- Hired and managed a small team to reach deadlines and realize client art direction.
- Created contract art for various console games.

**Lead Character Artist**

Jul 2007 – Feb 2008

Big Sandwich Games

- Managed a small team to reach deadlines and realize art direction.
- Remotely receive and act on feedback from Bioware directors.
- Created characters for a Bioware sequel which was not released.

Jul 2004 – Jul 2007

**Senior Technical Character Artist**

Radical Entertainment

- Interfaced with Engineers and Animators to accomplish character gameplay goals.
- Provide support and direction for the character team.
- Create new rigs, systems, and characters to meet the demands of games like Prototype.

**Senior Character Artist**

2003 – 2004

Rockstar Vancouver

- Created a character a week for the game Bully.
- Rig and support the animation team.

**Lead Artist**

2000 - 2003

Piranha Games

- Managed a team of twelve artists to reach deadlines and realize the art direction.
- Created a wide variety of art for PC games.

**Credits****Kill Shot: Virus** (Hothead Games) - Lead Character Artist**Triad Wars** (United Front Games) - Senior Character Artist**Moto X Mayhem** (Occamy Games) - Founder, Creative Director, Game Designer**Sleeping Dogs** (United Front Games) - Senior Character Artist**Prototype** (Radical Entertainment) - Senior Technical Character Artist**Scarface: The World is Yours** (Radical Entertainment) - Senior Character Artist**The Incredible Hulk: Ultimate Destruction** (Radical Entertainment) - Senior Character Artist**Bully** (Rockstar Vancouver) - Senior Character Artist**Western Outlaw: Wanted Dead or Alive** (Piranha Games) - Lead Artist**Marine Sharpshooter** (Piranha Games) - Lead Artist**Navy Seals** (Piranha Games) - Lead Artist**Die Hard: Nakatomi Plaza** (Piranha Games) - Character Artist