

# TYLER WILSON

**Lead Artist**  
Vancouver, BC

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## Summary

- 10 years of Leadership experience and 20 years in the game industry.
- Detail oriented, organized, and technical (rigs, problem solving, pipelines, best practices)
- Excellent written communication as well as documentation and tutorial experience.
- Always working towards the big picture studio goals.
- Loves: Games, Film, Anatomy Sculpts, Cloth Sims, Mentoring, Hockey.

## Skills

- Character Creation
- Digital Tailoring
- Technical Art
- Scheduling & Organization
- Outsourcing
- Leadership

## Tools

- Maya, XGen
- 3ds Max
- ZBrush
- Marvelous Designer
- Substance Painter, Mari
- Marmoset Toolbag, Keyshot, Arnold

## Experience

### Lead Artist

Oct 2019 – Present

#### Brass Token Games

- Provide overall artistic leadership and review all art assets for quality and continuity with the Creative Director's vision.
- Light key assets through static and dynamic lighting.
- Help and manage art outsourcers to provide feedback, determine opportunities for efficiencies and cost savings, and help integrate art assets into the engine.
- Support the creation of marketing and pitch materials.

### Digital Tailor

Mar 2019 – Present

#### Freelance

- Continued creation of many items of clothing and complete outfits including accessories for Brud. Brud is a transmedia studio that creates digital character driven story worlds (Virtual Digital Influencers).
- Created two versions of a clean room tyvek Scientist outfit for System Shock 3, before and after Mutant infection.

### Lead Artist

Mar 2016 – Mar 2019

#### Hothead Games

- Manage a team of twelve internal artists including 1on1's and mentoring.
- Set the art direction and worked closely with the team to reach our goals.
- Featured by Apple in "Gloriously Gorgeous Games" category.
- Brought high fidelity art to the mobile market.
- Recruited and managed relationships with several external concept artists.
- Work closely with other departments such as Central Tech and Marketing.

- Hands on creation of marketing materials increasing installs by 15% for Kill Shot: Virus.
- Organize lunch and learns for artists to share new techniques and demo tools.

**Video Instructor**

Jan 2018 – Feb 2018

Think Tank Training Center

- Created six video classes for this, Top 10 in the world, VFX Training center.
- Intro to ZBrush, sculpting a rock, and sculpting folds.
- Intro to Marvelous Designer, creating complex patterns, integrating ZBrush into a MD workflow forward and backwards.

**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

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

**Creative Director, Founder**

Jul 2009 – Apr 2012

Occamy Games

- Created, marketed, maintained, and ported Moto X Mayhem.
- Played by over 60 million people.
- Reached #1 in the world on iOS. Lived in top 25 racing on iOS and GP for 3 years.
- 3rd in Google's Android Developer Challenge II, 2010
- 1st in Nokia's Calling All Innovators, 2011
- Hired and managed a team of four to create in-app purchases, updates, spin-offs, ports, and contests.

**Senior Character Artist**

Aug 2008 – Jun 2010

United Front Games

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

**Creative Director, Founder**

Feb 2008 – Mar 2009

Outsource Art 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.

**Senior Technical Character Artist**

Jul 2004 – Jul 2007

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.

## Game Credits

**Forged Fantasy** (Hothead Games) - Lead Artist**Kill Shot: Virus** (Hothead Games) - Lead Character Artist**Triad Wars** (United Front Games) - Senior Character Artist**Moto X Mayhem** (Occamy Games) - Founder, Creative Director**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