

# TYLER KLIMEK

Environment Artist + 3D Modeler

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## CONTACT

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## EDUCATION

### Savannah College of Art & Design

Master of Fine Arts, 3.9 GPA

Visual Effects

2018-2020

### University of Wisconsin-Stout

Bachelor of Fine Arts

Game Design & Development

2015-2018

\*Minor in Business Administration

## SOFTWARE

### FOCUS

Unreal Engine

Maya

Substance Painter

Substance Designer

Arnold

### KNOWLEDGEABLE

Houdini

Zbrush

Photoshop

Renderman

Unity

## STRENGTHS

Environment Art

3D Modeling

World Building

Lighting

Level Design

3D Prototyping & Look Development

Physically Based Rendering

Procedural Materials & Shaders

Terrain Creation

Organization

Leadership

Collaboration

Agile Production Workflow

Perforce

## EXPERIENCE

### SCAD, Environment Artist, Untitled Game

Jan - Present

Utilized AGILE workflow as an environment artist & scrum master on an untitled puzzle-platformer being created by a team of 34 students at SCAD as a massive two-quarter studio endeavor. I have been responsible for world building, terrain blockouts, modeling, procedural and handpainted material creation, and team management as a scrum-master.

### SCAD, Environment Artist, Search for The Gryphon

Jan - Apr 2019

- Collaborated with a dynamic team at SCAD as an Environment Artist while personally responsible for various environment assets, textures & materials, and team leadership. The project is a Virtual Reality experience where the user boards a submarine, equipped with a VR headset, and visits a sunken wreck off the coast of Georgia.

### UW-Stout, Environment Artist & Composer, Shadow Crisis: Heroes United

Sept 2017 - Dec 2017

- Collaborated with & educated a team of artists alongside the creation of a 3D couch co-op action game for the University of Wisconsin-Stout. Contributions include environment art, set-dressing & level design, music composition, and teaching younger artists Substance Painter/Designer.

### UW-Stout, Project Lead & Environment Artist, Rites of Umbra

Sept 2016 - May 2017

- Led a large & dynamic student team as a Project Lead, Environment Artist, Game Design lead, and Composer. Personal contributions in regards to environment art include full asset creation pipeline; modeling, material creation, and set dressing in UE4. The game is a 3D Action-horror game set in a 17th century Italian dungeon that pits two friends and an AI enemy against each-other over a network or LAN.

## AWARDS & EXTRA CURRICULUM

Stout Game Expo 2017, **"Best Gameplay"**, Won by Rites of Umbra

Stout Game Expo 2017, **"Best Art"**, Won by Rites of Umbra

Stout Game Expo 2017, **"Best Design"**, Won by Rites of Umbra

UW-Stout Study Abroad, New Zealand, January 2017

UW-Stout Independent Study, **"Shadow Crisis"**, Fall 2017

UW-Stout Field Experience, Seattle WA, May 2016