

TYLER KLIMEK

Environment Artist

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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

Expected Graduation - Nov. 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

Unity

KNOWLEDGEABLE

Houdini

Zbrush

Photoshop

Renderman

Perforce

Quixel Mixer 2020

STRENGTHS

Environment Art

World Building

3D Modeling (Hard Surface & Organic)

Real-time Rendering & Optimizations

Lighting

Level Design

Look Development

Physically Based Rendering

Procedural Materials & Shaders

Terrain Creation

Composition - Light, Color, Value, Form

Organization

Leadership

AGILE Production

EXPERIENCE

SCAD, Environment Artist, Zoélie (UE4 Puzzle-Platformer)

Jan 2020 - Present

- Created hard-surface modular assets (models & textures)
- Developed procedural & hand-painted materials with Substance Painter & Designer
- Created terrain, set-dressed, and worked as a World Builder in UE4
- Utilized AGILE production workflow as a scrum master to manage and organize a team of 3D artists & designers
- Developed strong communications skill while working alongside a team of 34+ students and two industry professionals

SCAD, Environment Artist, Search for The Gryphon (Virtual Reality UE4)

Jan - Apr 2019

- Built hard-surface & organic 3D assets for VR integration and optimization in Unreal Engine
- Developed UE4 Shaders alongside procedurally-made materials
- Organized and managed artists as an Art Scrum Leader
- Collaborated with a dynamic team of game designers, artists, programmers, production designers, performing artists, and industry professionals

UW-Stout, Environment Artist & Composer, Shadow Crisis (UE4 Beat-Em-Up)

Sept 2017 - Dec 2017

- Collaborated with a large group of artists and designers
- Built 3D assets (Models & Textures) for use in UE4
- Developed workflows for art team, and instructed newcomers on the use of Substance Painter for material creation
- Composed multi-track orchestral soundtrack for the game featuring 13 different instruments

UW-Stout, Project Lead & Environment Artist, Rites of Umbra (UE4 Game)

Sept 2016 - May 2017

- Led a large, dynamic team of artists, programmers, and designers to create my vision of an action-horror multiplayer game in UE4
- Served as a Game Design lead and created documentation for the game's mechanics, narrative aspects, and over-all methodology
- Worked as an Environment Artist contributing 3D models, hand-painted materials, and set dressing in UE4.
- Composed a fully orchestrated 7-track soundtrack featuring around 23 layered instruments and choir tracks

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