

Tyler Hinthorne

3D Modeler
Kelowna, BC Canada
1-250-681-1585

SKILLS

Organic Modelling
Sculpting
Stylized Characters
Creature Modeling
Game Design

SOFTWARE

Zbrush
Autodesk Maya
Adobe Photoshop
Unreal Engine 4
3DCoat
Substance Painter

EDUCATION

Centre for Arts and Technology
-Diploma in 3D Game Animation - Modeling
Shane Olson's 3D Character Workshop

EXPERIENCE

Blackcap Creative
Ship of Heroes
-Mission/ Level Design and Implementation
-Modeling new assets from scratch and
kitbashing
-Following documentation, and making own
designs

Modeling in Maya
Mission and game design in
Unreal Engine

IPlay More – THUNDER
-Creature Artist

Modeled in Maya and ZBrush
Textured in Substance Painter