



William Tyler

Game Artist and Animator

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Professional Summary:

A creative and imaginative game developer with a focus on art and animation seeking work opportunities to help create various worlds, characters, and stories for others to enjoy. Has worked in teams creating both 2D and 3D art and animations for small projects. Wants to continue developing current skills as well as new skills to one day create an original game.

Experience & Projects:

George Mason University (2020 - Present):

- *2D Artist & Animator* - Mason Mayhem: Balloon Fight-style bullet hell (January 2023 - May 2023)
 - Designed and Animated the Paper playable character
 - Designed and Animated the Water Spout hazard in the Pond level
- *Game Artist* - Eden: First-Person Puzzle Game (October 2022 - December 2022)
 - Modeled original 3D props used in the game
 - Textured walls, ceilings, floors, and original props
 - Created original astral-themed tiles
 - Created the art for the titlescreen and winscreen
- *3D Artist & Animator* - N.O.V.A Escape: 2D Platformer (March 2022 - May 2022)
 - Modeled original props and enemies
 - Skinned, rigged, and animated enemies
 - Textured props and enemies
 - Helped create concept art for the game's levels

Software:

3ds Max, Photoshop, Premiere Pro, Github, Jira, Microsoft Excel, Unity, Unreal Engine, Google Drive

Skills & Abilities:

- 3D Modeling, Digital Illustration, 2D & 3D Animation, Video Editing, Character Design, Concept Art, UI Art, Props, 3D Texture, UV Mapping, Rigging/Skinning, Traditional & Digital Drawing
- Creative & Flexible Thinking, Productivity, Organization, Time Management, Hard Working

Education:

George Mason University (2020 - Present) | Fairfax, VA

3.86 GPA | Anticipated Graduation: Spring 2024 | Bachelor of Fine Arts in Computer Game Design

