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:

Indiecade (June 2024 - August 2024)

- *2D/3D Artist* - Time Teddies: A 3D Puzzle Adventure where you help Teddie find his mom.
  - Created 3D Models for tent, buoy, and measuring stick
  - Created the artwork for the opening and ending cutscene, as well as menu art
  - Created the UI art for the progress bar, and the bookmarks, as well as the panel art
  - Worked in 6-person team as a 2D/3D artist

George Mason University (August 2020 - May 2024):

- *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

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 - 2024) | Fairfax, VA

3.81 GPA | Bachelor of Fine Arts in Computer Game Design