

Tyler Lovemark

Level Designer

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Education

Art Institute of Portland - *Fall 2007 to present*

- B.F.A. Game Art & Design, expected grad June 2011
- Founding member of the Game Development club
 - Run meetings, recruit members, and choose projects with other members
 - Developing Unreal engine mod
 - Design level layouts, collaborate with concept artists on art direction of environments, and maintain the design document
- Game Pre-Production Team
 - Designed player goals for levels and overall game experience
 - Collaborated on level layouts and designs as a member of a team

Job Experience

Liquid Development, Portland OR

- Environment artist, *undisclosable AAA title*, contract work (March 2010 to present)
 - Tasked with refining modular assets and adding detail to basic blocked-in forms
 - Job involves creating proper UV layouts for both lightmaps and materials
 - Workflow includes defining where separate materials appear on a given mesh, extra care is given to maintain the modular properties of each asset.
- LOD Artist, *unannounced Xbox 360 title*, temporary position (October 2009)
 - Responsible for creating the varying level-of-detail models from the base game meshes for props
 - Accountable for getting 3ds Max files at an import-ready stage to hand off to other team members

Related Skills

- Traditional art
 - Trained with a background in drawing and design
 - Well versed in color theory, composition, and value
- Unreal 3 and Hammer editors
 - Skilled at creating geometry, importing custom assets, and scripting sequences
 - Completed projects focusing on both single and multiplayer gameplay
- Autodesk Maya and 3ds Studio Max
 - Skilled at modeling both hard surface and organic models in both programs
 - Extensive experience with creating modular assets tailored for a specific game engine
- Adobe Photoshop
 - Trained in both image manipulation and digital painting