

Tyrone Woodland

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To whom this may concern:

I am contacting you about the Lead 3D Designer position. I have been involved in the design/entertainment industry for over 20 years. As a Senior 3D Technical Designer at Nike, I have been leading the development of 3D footwear tools. As the TD, my role is focusing on creating a process/workflow and identifying new/automated tools that fit in the 3D pipeline and managing external vendors/partners. I have also been leading the footwear and apparel teams to help with pre-visualizing designs for video, photorealistic renders and 3D printing. I am responsible for managing team members in a collaborative effort to create cutting edge environments and designs. I maintained high quality control while balancing the tight time constraints necessary for the delivery of 3D assets. Other duties include, budgeting & estimating, multitasking & scheduling projects, managing multiple projects, teaching artists the workflow, managing tasks and schedules. I also model high & low polygon assets, complex shaders, uv mapping, lighting and rendering. I have over 12 years of experience as a Senior 3D Designer. With my design, 3D modeling skills and drive I feel that I would be a great candidate for this position.

I come from a strong traditional illustration background. I hold a BFA in illustration from Pacific Northwest College of Art. You will find me to be a resourceful and self-motivated individual, with the ability to work supportively within a team environment and communicate effectively at all levels. I will bring an enthusiastic, diligent and dedicated attitude together with the ability to adapt readily to varying job demands.

I offer extensive experience in:

- Assists in determining overall training needs for staff and ensure staff members receive timely and appropriate training and development
- Design, develop, and implement new tools and processes for the 3D footwear department.
- Able to Communicate solutions to art, design, and programming teams - including documentation and training others, increasing the team's skills through mentorship, process and artistic techniques.
- Mentors and develop staff using a supportive and collaborative approach; establishing opportunities that encourage employee communication from a departmental or team perspective
- Expert in developing new tools and delivering scripted pipelines/workflows
- Expert Proficiency skills with 3D Environments, Photoshop & Design
- Managing 3D team, schedules tasks, identifying and implementing new automated work flows
- Expert understanding of the footwear 3D product creation process / apparel, equipment, as well as digital creation and 3D digital prototyping
- Maya 2017, Modo, Zbrush, V-Ray 3.0 Lighting & Rendering, Cinema 4D 12,
- Highend Modeling & Animating in Maya, Modeling polygons
- Lighting, Texturing & Rendering Large Environments

I would appreciate the opportunity of an interview to discuss my qualifications in greater detail. Please take the time to view my enclosed resume & online portfolio www.tyronewoodland.com/portfolio.html I can be reached at (503) 953-3400 or via email tyrone@tyronewoodland.com Thank you for your time and consideration. I look forward to hearing from you.

Sincerely,
Tyrone Woodland

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OBJECTIVE: LEAD 3D DESIGNER

COMPUTER SKILLS

Maya 2017, Modo, ZBrush 4R7, Vray, Bunkspeed, Cinema 4D 12, Vray, Photoshop, 3D Studio Max 2009, Polygon Modeling, High & Low Res Modeling Skills, 3D Printing, ZCorp, Objet, Skeleton & Deformation Systems Setup, Scripting, Nurbs Patches, Polygon Modeling

CAREER PROFILE

NIKE INC.

AUG 2011 – PRESENT

Position: Sr.3D Designer

Software: Maya 2016, Modo, ZBrush 4R7, Vray 3.0, Mental Ray, Mind Cad, Bunk Speed, Key Shot, Photoshop, Illustrator, 3D printing, Magic's, Right Hemisphere

Duties: Leading 3D projects, developing 3D tools/work flow for production, mentoring and prototype design, high resolution renderings, strong budgeting & estimating skills, multitasking & scheduling projects, managing multiple projects, hiring staff, meeting with clients, cross category manager on Nike projects, teaching artists the 3D workflow, high resolution modeling environments, props & organic models, skeleton & rig setup, materials, vray rendering setup & lighting, Ordering hardware & software

HERENOW CREATIVE

DEC 2009 – JULY 2011

Position: 3D Art Director

Software: Cinema 4D 11.5, Vray 1.2, Maya 2010, ZBrush 3.0, Photoshop, Illustrator

Duties: Overseeing the entire 3D Department, strong budgeting & estimating skills, multitasking & scheduling projects, managing multiple projects, hiring staff, meeting with clients, cross category manager on Nike projects, developing work flow for production, teaching artists the workflow, mentoring and prototype design, leading a team of 6 artists, high resolution renderings, high resolution modeling environments, props & organic models, skeleton & rig setup, materials, vray rendering setup & lighting, Ordering hardware & software

HIVE-FX STUDIO

JUN 2008 – OCT 2009

Position: Technical Director

Software: Cinema 4D 10.5, Vray, Maya 8.5, ZBrush 2.0, Photoshop, Illustrator

Duties: leading a team of 6 artists, high res modeling Nike environments, props & organic models, skeleton & rig setup, materials, Vray rendering setup

LIQUID DEVELOPMENT

Nov 2007 – SEPT 2009

Position: Contract Sr. 3D Artist

Title Position: Effects Artist

Console: Xbox 360, PS3, PC

Software: Maya 2008, ZBrush 2.0, Photoshop, Unreal 3 Tech, Perforce

Duties: high & low modular modeling, props, vehicles & organic models, skeleton & rig setup, complex unreal shaders, diffuse maps, normal maps, specular maps, bump maps

EDUCATION

Pacific Northwest College of Art
University of Oregon, Eugene, OR

Major study – Illustration BFA
Major study – Graphic Design