

Tyrone Woodland

To whom this may concern:

I am contacting you about 3d modeler artist position. I have been successful in the game industry for the past 8 years. One of my ambitions is to work for a talented and cutting edge film studio. I realize that there are differences between the two fields. I have taken the time to teach myself high end modeling skills to make the transition into films. One of my strengths is my drive and ability to learn quickly. I have over 8 years of experience as a lead artist. As a Sr. environment artist one of my roles is to work closely with the technical artist to development tool sets for the pipelines and work flow. I also model high & low res assets, make diffuse maps, normal maps, specular maps, bump maps, scene lighting and UV mapping. In my previous experience I had the opportunity to head up the animation department as the Sr. Character Artist on Backyard Football at Left Field Productions. I have successfully been involved with seven published titles including MTX Mototrax, Backyard Football and NBA Courtside. I am very proficient in highend modeling, animating, rigging, scripting and creating complex procedural shaders. I would love the opportunity to learn and work for an established film studio.

I offer extensive experience in:

- Leading a team, teaching and implementing a work flow
- Highend Modeling & Animating in Maya 8.5
- Normal mapping & next-gen procedural shaders
- Skeleton and deformation systems setup & scripting
- Modeling polygons, subdivision, zbrush 3.0 & nurbs.
- Lighting and texturing skills

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 would appreciate the opportunity of an interview to discuss my qualifications in greater detail. Please take the time to view my enclosed resume, show reel break down list & my on line portfolio www.tyronewoodland.com/portfolio.html. I can reach me via email tyrone@tyronewoodland.com Thank you for your time and consideration. I look forward to hearing from you.

Sincerely,
Tyrone Woodland

Tyrone Woodland

tyrone@tyronewoodland.com

OBJECTIVE: 3d modeler artist

COMPUTER SKILLS

WWW.TYRONEWOODLAND.COM/PORTFOLIO.HTML

Maya 8.5, Photoshop
Skeleton & Deformation Systems Setup
Normal Mapping, Subdivision Modeling
Dream Weaver, Illustrator

3D Studio Max 9.0, ZBrush 3.0
Scripting, Nurbs Patches, Polygon Modeling
Low & High Res Modeling Skills
Next-Gen Tech, Unreal 3 Engine

CAREER PROFILE

TRILOGY STUDIOS

FEB 2006 – PRESENT

Position: Sr. Environment Artist
Current Title: Next Gen Futuristic
Title Position: Sr. 3D artist/ Environment Artist
Console: Xbox 360, PS3, PC
Software: Maya 7.0, 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

BUZZ MONKEY SOFTWARE

AUG 2005 – FEB 2006

Position: Contract work Sr. 3D Artist
Current Title: Lara Croft Tomb Raider Legend
Title Position: Lead 3D artist/character modeler
Title Completed: PS2, PSP
Software: Maya 7.0, 3D Studio Max 7.0, Photoshop, Perforce, Team2
Duties: character design, skeleton and rig setup, modeling characters & making skin shaders, normal maps, specular maps, bump maps, character animation

LEFT FIELD PRODUCTIONS, CA

APRIL 2000 – MARCH 2004

Position: Lead 3D animator/artist
Title Completed: PS2, GC, XBox: MTX Mototrax '04, Backyard Football '03, NBA Courtside '02
Title Position: Lead Artist for shell art work on MTX Mototrax '04, Lead Technical Character Animator, building the skeletons, making an automated skeleton system, skinning, and writing scripts for the pipeline on Backyard Football '03
Software: Maya 5.0, 3D Studio Max5.0, Photoshop, SourceSafe
Duties: character animating, skeleton and deformation systems setup, scripting, conceptualizing, modeling NBA players & making skins, modeling & texturing environments

NOVALOGIC, CA

JUNE 1999 – APRIL 2000

Position: 3D artist
Title Completed PC: Tachyon, Armored Fist3
Software: 3D Studio Max 3.0, Photoshop
Duties: conceptualizing, modeling & texturing, creating 3D environments, voxels terrains, futuristic ships & space stations for real time action games, low-poly modeling

EDUCATION

Pacific Northwest College of Art

Major study-Illustration BFA

University of Oregon, Eugene, OR

Major study – Graphic Design