# TYLER GREGORY
## Technical Artist

tylergregory117@gmail.com
https://tylerwgregory.com

Detail-oriented professional with experience in real-time graphics, modern game engines, tools development, VFX, UI/UX, animation, and industry standard DCC software. Communicates and collaborates effectively with artists and engineers.

## Experience

**Sept 2019 - Present**

**Technical Artist**
*PlayStation Studios*

- Build 100+ real-time animated backgrounds for PlayStation 4 console menu screen (dynamic themes)
- Design UI/UX interactions and motion graphics utilizing After Effects and Lottie
- Construct animated web banners with a custom animation/rendering engine (Javascript, WebGL, GLSL)
- Develop automated asset preparation/packaging tools to decrease work time from several hours to seconds
- Model, texture/surface, light, and render 3D assets with Maya, Cinema 4D, Blender, and Substance Painter
- Prepare 3D assets for use in-game with a focus on optimization
- Build bonus content applications for release on PlayStation 4 and PlayStation 5 consoles
- Bring static key art to life through looping animations (cinemagraphs)
- Collaborate with many first-party developers on a variety of IPs and game title releases

**June 2014 - Mar 2024**

**Technical Artist**
*Polygon Pixel*

- Develop Unity editor tools (C#, Odin) for scripted interactions, character rigging, and procedural modeling
- Script Maya and Blender tools (Python, MEL) to improve modeling, rigging, and exporting workflows
- Implement a remote production pipeline involving Linux servers, Subversion, and custom export/import scripts
- Program gameplay systems in Unity (C#) and Unreal Engine 4 (C++, Blueprints) game engines
- Write shaders (Unity HLSL, UE4 Material Editor) for character, environment, VFX, and post-process effects
- Rig and animate bipedal, creature, and mechanical 3D game characters in Maya

**Mar 2011 - May 2022**

**2D/3D Generalist**
*Freelance*

- Produce a variety of graphic design, video production, and web design work for multiple clients
- Create visual effects and motion graphics using software including After Effects, Maya, and Blender
- Design logos, flyers, illustrations, and apparel prints with Illustrator and Photoshop
- Supervise VFX on-set for film and music video productions
- Develop dynamic and responsive websites using HTML, CSS, JavaScript, and PHP

## Education

**2011 - 2015**

**California State University, Fullerton** - *Fullerton, CA*
Bachelor of Fine Arts in Entertainment Art/Animation