

Tyler Lischka

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Objective

To become a 3D Environment/Prop Artist in the video game industry where I will be given a chance to utilize my skills, experience, and technical expertise to help produce high quality work within your company.

Software / Technical Knowledge

Autodesk Maya / Autodesk 3ds Max

- High & low-poly modeling methods for baking normals

Adobe Photoshop

- (Diffuse - specular - normal - transparency) texture map creation

Unreal Engine / UDK

- Importing Meshes & Textures - Material setup - Level creation - Lighting - Decals

xNormal / UVLayout / Crazybump

zBrush - (Basic knowledge)

Skills / Work Ethic

- Confident, hard-working individual committed to achieving excellence.
- Ability to effectively prioritize and juggle multiple projects in order to meet tight deadlines.
- Self-motivated with the ability to listen and communicate effectively in a team atmosphere.
- Strong organizational skills, along with a "perfectionist" attitude towards tasks.
- Knowledge-hungry learner, eager to meet challenges and quickly learn new concepts.

Work Experience

Online Modding Group (OMG!)

2010 - Present

Environment/Prop Artist for upcoming game "Mental"

- Responsible for creating assets for use within the UDK engine.
- Created meshes that utilize texture variations (clean/dirty), as well as tiling textures.
- Collaborated with Concept Artists, and other Prop Artists to create unique and exciting environments.

New Media Campus

2008 - 2009

Online Tech Support

- Responsible for creating new class modules as well as communicating with online students to provide professional criticism.
- Was available to help online students troubleshoot any technical program difficulties.

Education

New Media Campus - 3D Animation & Game Design (Graduated Top of Class) - Sept. 2008/June 2009

New Media Campus - Online Multimedia Studies (Graduated Top of Class) - Oct. 2007/July 2008

Lampman School - Kindergarten to Grade 12 (Graduated Honors with Distinction and Valedictorian)