

# TYLER GREGORY

## Technical Artist

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(424) 209-9104

<http://hudless.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 - **Technical Artist**

Present **PlayStation Studios** - San Diego, CA

- Contribute to 15 AAA game title releases
- Build 100+ real-time 2D and 3D animated backgrounds (dynamic themes) for PlayStation 4 home screen
- Construct animated web banner packages and custom animation/rendering engine (Javascript, WebGL, GLSL)
- Develop automated asset preparation/packaging tools to decrease work time from several hours to seconds
- Design UI/UX interactions and motion graphics utilizing After Effects and Lottie
- Model, texture/surface, light, render, and composite 3D assets with Maya, Cinema 4D, and Blender
- Build bonus content applications for release on PlayStation 4 and PlayStation 5 consoles

June 2014 - **Technical Artist**

Present **Polygon Pixel**

- Collaborate with a team on two game development projects
- 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 - **2D/3D Generalist**

Present **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 - **California State University, Fullerton** - Fullerton, CA

2015 Bachelor of Fine Arts in Entertainment Art/Animation