

# Megan Tyler

## Environment Artist

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### SOFTWARE

#### Modeling:

Maya  
ZBrush  
Marvelous Designer  
Fusion 360

#### Texturing:

Quixel Suite  
Photoshop  
Substance Painter and  
Designer

#### Engines/ Etc:

Radiant Engine  
Unreal Engine 4  
Unity  
Perforce/ NxLauncher

### SKILLS

Modular environments and tileable texture creation  
Hard surface high and low polygon modeling  
Digital sculpting-hard surface and organic  
Create and maintain PBR textures  
Knowledge of Agile/Waterfall production cycle  
Experience working under strict time schedules  
Experience working with game repositories

### PERSONAL QUALIFICATIONS

Comfortable presenting to groups  
Attentive to details  
Self-driven and punctual  
Flexible and adaptable to emerging trends and priorities  
Excellent work ethic

### GAME PROJECTS

**Call of Duty Black Ops IIII**, June 2018- Present

#### Junior Environment Artist at Raven Software

Responsibilities: Environmental asset creation, texturing, and implementation within Radiant Engine. Worked closely with Level Designers, Art Directors and Environment Leads on the Battle Royal mode (Blackout)

**Breakout Brew**, September 2017- May 2018 (College Thesis Project)

#### Environment Artist

Third-Person Multiplayer Platformer; Coop and Competitive-8 member team.  
Responsibilities: Environmental art direction, asset creation, and implementation.  
Worked closely with Level Designers for fun, functional, and art adapted levels.  
Programs used: Maya, Photoshop, Unity  
<https://daimenpn.wixsite.com/basicallywitchcraft/breakout-brew>

### ADDITIONAL EXPERIENCE

**Game Art Lab Tutor**: Jan 2017- May 2018

Assisted students with their work and maintained a safe working lab space for all.

### EDUCATION

Champlain College, Burlington, VT: Bachelor's in Game Art and Animation (May 2018)  
Studied in Montreal, Canada for entire junior year  
Cumulative GPA: 3.5

