

Tyler Fluharty
3D Artist
Character, Prop & Environment Design

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1633 4th Street
Portsmouth, OH 45662

Professional Objective:

Position in Modeling/Sculpting/Mapping & Texturing 3D Characters, Props & Environments

Education:

Bachelor of Fine Arts, May 2008 Shawnee State University, Portsmouth Ohio
BA in Fine Arts – Concentration in Game Design

Skills/Abilities:

- Advanced working knowledge of Maya and Photoshop creating models and textures
- Advanced working knowledge of Zbrush to create Low & High poly Next-Gen characters and props as well as retopologizing and baking normals/displacements
- Experience with the Unreal 3 Engine and Hammer
- Skilled with Headus UV, Crazybump, and Togogun

Industry Work Experience:

Smashball Labs

www.smashball.tv

Contact: Mike Bott (909)-803-4210

Lead Character & Environment Artist *March 2009 - Current*

Rancho Cucamonga, California (Worked from home) – Concept work for characters and environments and modeling/mapping/texturing of characters, weapons, and level props/textures

The Legend of Bonnie Lass

-Illustrated Comic-

Contact: Michael Mayne (606)-571-1970

Tyler Fluharty & Michael Mayne 2008

First issue planned for release Early 2009 – Illustrator and Story Creation