TYLER LOVEMARK LEVEL DESIGNER

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Skills Overview

Game design
- Single and multiplayer gameplay
- Board games, sidescrollers, and 3D action

Traditional art
- Drawing and design
- Color theory, composition, and value

Game engines
- Unreal, Source, and Unity
- Creating geometry, importing assets, and scripting
- VFX and UI

Modeling and texturing
- Maya, 3dsMax, and Photoshop
- Modular asset creation
- Digital painting and image manipulation

Gaming experience
- Experienced with a wide varieyt of games across many genres
- Familiar with genre conventions and design tropes

Computer Skills

UDK	Hammer editor
Unity	Word
3dsMax	Excel
Maya	Dreamweaver
Photoshop	Javascript
Crazybump	Zbrush
InDesign	GameMaker
Premiere	

Work Experience

Liquid Development, Portland OR
Environment artist, *Tron Evolution*, contract work (March 2011)
- Refined modular assets, detailed rough models
- Modular UV layouts and lightmap generation

LOD artist, *River Rush*, contract work (October 2009)
- Manual creation of LOD meshes
- Ensuring assets were engine-ready

Education

Art Institute of Portland
B.F.A. Game Art and Design
Level designer/art director, *Cleaver Fever*
- Designed and built "Moose Forest" stage
- Ensured assets matched concept art
- Playtesting and bug report creation

Level designer, Sony mentorship, *Planetside*
- Designed large-scale deathmatch map
- Worked on pipeline, creating instructional documents

References

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