Tyler Ames

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I am an idea catalyst every day; I am continuously coming up with new ideas or innovations for my user interface design to be on the next level when compared to the competitors. Solution building for problems I face is a constant at my job – there is always a way to fix any problem; it just needs to be found. I attack each problem head on until I get it done; I am a warrior that will not stop pursing my goal until I am victorious!

Relevant Professional Experience

CypherReel Studios, *Calgary, AB*   May 2019 – Present
2D UI Graphic Designer, Contract
- Pixel art mobile game
- Creating the graphic aspects of mobile game in Photoshop and exporting to the programmer

ESC Automation, *Calgary AB*   April 2013 – Present
Senior UX/UI Graphic Developer
Responsibilities: As the lead for the Calgary office UI (User Interface) team;
- Create graphics for clients – customize as needed
- Assign jobs based on skill set of team members
- Assist with problems/issues
- Set up training days/workshops
- Run a Center of Excellence: Graphic Research and Development page for ESC
- Assist clients with graphic issues
- Build custom UI requests for clients

Key Accomplishments:
- Created templates, as well as setting design standards used company wide (including offices in Surrey, Vancouver, Edmonton, Toronto, Oregon, Seattle, and Portland)
- Lead the managers of all the graphic departments in discussions about future developments, progress on jobs, and overall developments within the company
- Develop and implement new UI/UX aspects

Program Skills
- Adobe Photoshop
- Adobe XD Interface Design
- Sketch Up Pro 3D
- Orcaview Illustrator
- EnteliViz Designer
  - Flash
  - HTML 5
- DGLux Designer

Training
- ESC Advance Graphics Training Course, Surrey BC – 2016
- ESC Training on EnteliViz Graphics Interface Program – 2013
- ESC Training on Orcaview Illustrator Design Program – 2013

Education
- o UI/UX Design Certificate, CareerFoundry.com – to be completed early 2021
- o Alberta College of Art & Design (ACAD), Bachelor's Degree of Fine Art in Jewelry and Metals – 2007 -2012
- o Bow Valley High School – Graduated 2007

Hobbies & Interests
When I am not designing user interfaces, you can find me researching medieval history, heraldry or technological advancements in cybernetics. I can also be found sewing, making knives and armour, or playing on my VR. I enjoy working with my hands in the shop to make new and fun projects that I can use in a medieval fight club; such as armour, clothing, tools, or wooden chests. To keep active, I am part of the medieval combat group called the Wardens of the Red Tower, which is part of the Society of the Preservation of Knightly Arts. In the combat group we will wear full plate armour and fight in a MMA style combat with real steel weapons! It is an amazing sport and incredible to watch!

UI Portfolio
https://www.behance.net/tyler_ames

Artistic Abilities
https://amestyler.carbonmade.com/