TYLER THOMAS

3D ARTIST

ABOUT ME

College graduate who majored in media informatics. My passion for media lies in animation, games, and most 3D-related work and fields, such as animated movies, game creation and commercials. I am heavily focused on post-production work, lighting and colouring when it comes to my own 3D work. I like to set the scene's tone, mixing and matching the colours with the lighting to create visually pleasing images. I also dabble with programming and most recently learning Front end development. I have skills in Autodesk Maya, Unreal Engine, Photoshop, NukeX, DaVinci Resolve and now learning HTML, CSS And JavaScript.

CONTACT

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Helsingborg, Sweden

SKILLS

Lighting

3D Visualization

Rendering

Post-production

Game design

Basic programming

TOOLS

Maya

Unreal Engine

Adobe Photoshop

DaVinci Resolve

Nuke

LANGUAGES

Swedish

English

HOBBIES

Workout   Films

Gaming   History

EDUCATION

BACHELORS IN MEDIA-INFORMATICS [2020]

UNIVERSITY WEST
TROLLHÄTTAN (SWEDEN)

INTRODUCTION TO C# - NON-DEGREE [2021]

CHANGEMAKER EDUCATIONS
LULEÅ (SWEDEN)

GAME ENGINES (NON-DEGREE) [2021]

CHANGEMAKER EDUCATIONS
STOCKHOLM (SWEDEN)

EXPERIENCE

NEDERMAN AB [Present]

PART-TIME (PRODUCTION ASSISTANT)

Working in production, performing a variety of tasks. Nederman is a company that supplies products and services in the enviromental technology sector focusing on industrial air filtration

MISC

Drivers License: Yes   Swedish & US citizenship