

## Education

### L&N STEM Academy, Student

2017-Present

- Coursework includes Advanced Animation and Simulation, Digital Arts and Design, and AP Research



## Work Experience

### L&N STEMpunks, Team Captain

2016-Present

- Created photorealistic renders, advertisements, and motion graphics
- Led the Robotics team as Programming Lead (2019) and Team Captain (2020)
- Learned new software and technologies and assisted others to do so

### Oak Ridge National Laboratory, Intern

Summer 2019

- Collaborated to create a community demonstration unit to show the power of GPUs and immersion cooling
- Co-wrote the unit's software and designed the systems UI

### UT e-Bike Study, Research Assistant

2020-Present

- Collaborated to analyze and parse data collected from e-bikes around the country to detect patterns in comparison to other forms of transportation.

### Chipotle Mexican Grill, Crew Member

2020-Present

- Gained customer service and food handling skills

## Skills

### Programming Tools

- Languages: Java, Python, C++, HTML/CSS, JavaScript, TypeScript
- Programs/Tools: Visual Studio Code, R, Linux, Git, Firebase
- Frameworks: Pandas, NumPy, Matplotlib, Qt, React, Bootstrap, NodeJS

### Art/Graphic Design Tools

- Blender, Photoshop, Illustrator, After Effects, Cinema4D, Unreal Engine

## Contact Information

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- Phone: (865) 333-0542

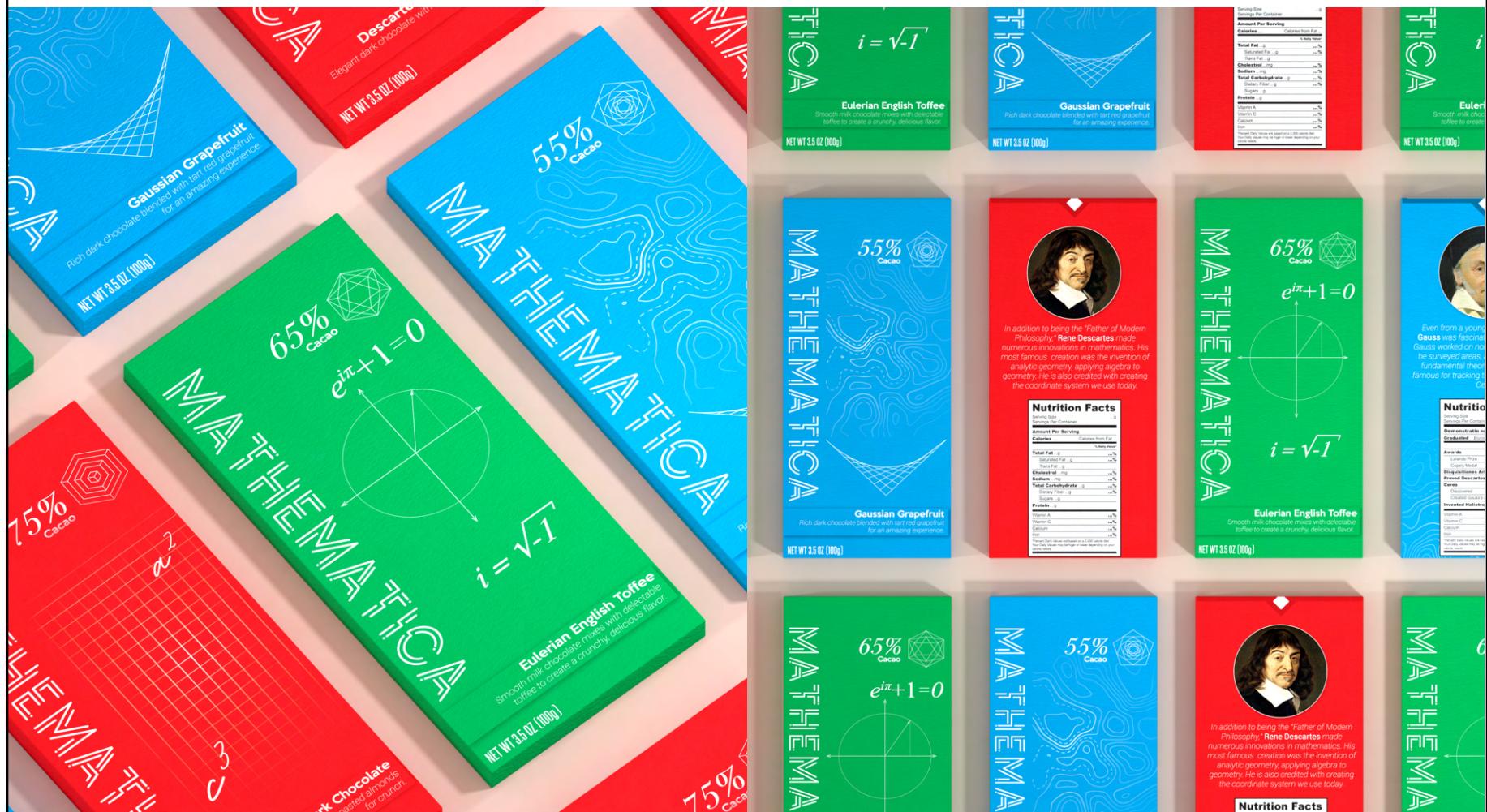
Brief: Create a brand identity for chocolate bars centered around a central theme.

After sketching out a few iterations, I settled on the idea of creating mathematician-themed chocolate bars with three distinct and vibrant variations.

Tools Used: Illustrator, Photoshop, Octane Render



A more in-depth dive into my process can be found on Behance!



## School T-Shirt

## Graphic Design

Brief: Create t-shirt design based around our school's colors and six key principals.

After trying to refine and reimagine the school color scheme and iconography, I settled on a circular design. This was produced and sold in our school's shop!



Tools Used: Illustrator, Photoshop

A more in-detail discussion of my process for this project with sketches and other iterations can be found on Behance!



Valiant Air

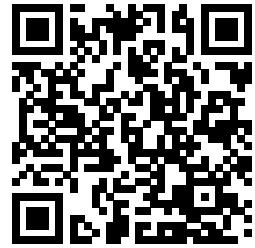
*Branding, Graphic Design*

Brief: *Create a brand identity for an airline, including a unique name and a mockup.*

*This project taught me more about specific parts of the branding process, including creating a strong visual icon for maximum visual effect and creating more streamlined presentations.*

Tools Used: *Illustrator, Photoshop*

*A more in-depth dive into this project can be found on Behance!*



*Brief: Create a series of wayfinding icons for a museum.*

*For this project, I wanted to step back and focus more on refining my skills in icon creation. After some research and sketching some iterations, I arrived on these six icons.*

*Tools Used: Illustrator*

The image shows the branding for The SENEX Museum. On the left, the full name 'The SENEX Museum' is displayed in white text on a red background. Below it, the hours of operation are listed: 'Hours: Monday-Friday 8:00 am - 5:30 pm Saturday & Sunday 11:00 am - 4:30 pm'. To the right, a vertical line separates the text from a grid of six circular icons. The icons are arranged in two columns of three. From top-left to bottom-right, they represent: cutlery (fork and knife), a map with pins, an upward arrow, a hanger, a wrapped gift, and a location pin.

## Variant

## *Environment Design, Motion Graphics*

This piece was experiment in designing an infinite mirror room in 3D, which I think turned out very well. It magnifies the theme of repetition with a feeling of claustrophobia and an appearance of sci-fi.

Tools Used: *Blender, Octane Render, Photoshop*



## Beach

## *Environment Design*

This piece was an experiment in macro photography in 3D. I wanted to show extreme detail for an environment, like the grains of sand on a beach.

Tools Used: *Blender, Octane Render, Photoshop*



## Something Darker

## *Concept Art, Digital Surrealism*

Playing with realistic character models and telling a compelling story is something I have been working to develop. The result is something I think is both compelling and thought-provoking.

Tools Used: *Illustrator, Photoshop, Octane Render*

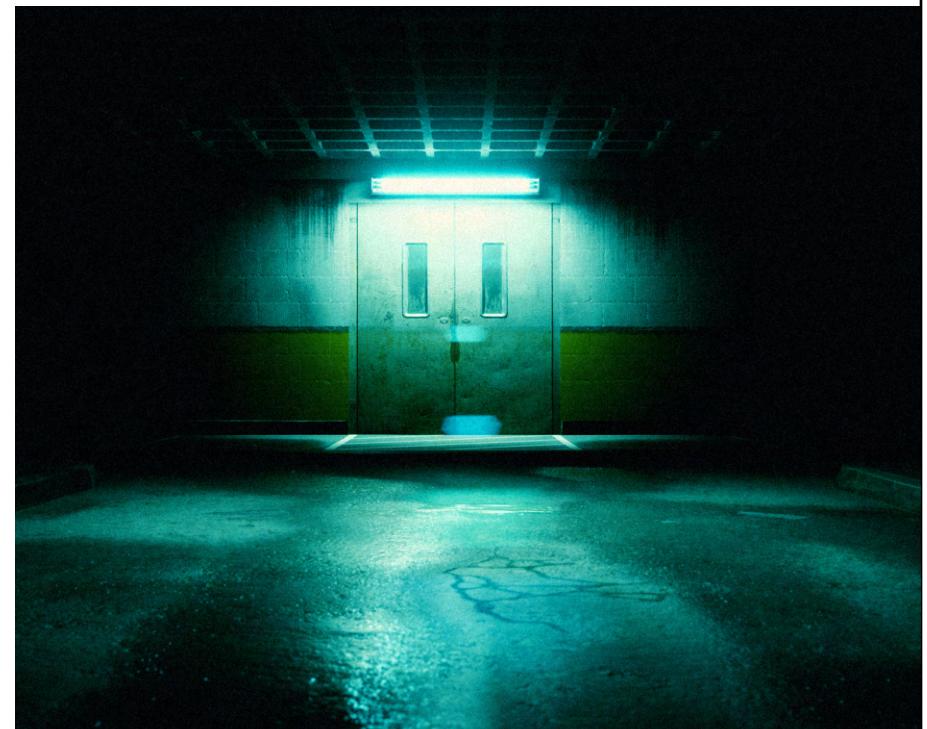
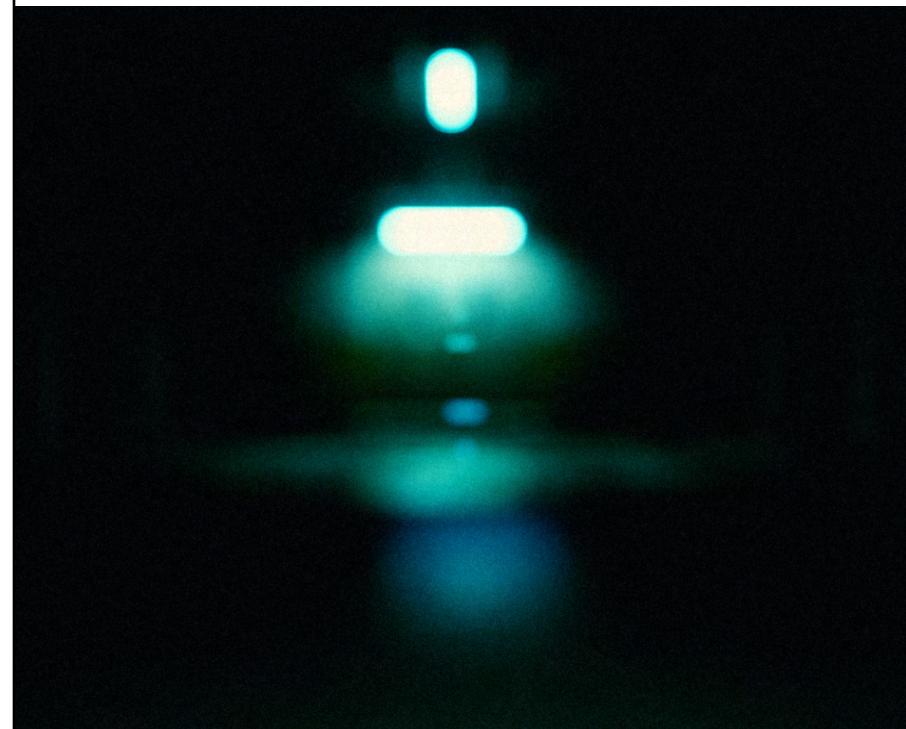


## Garage

## Realtime Rendering, Environment Design

This project is one that arose during my process of experimenting with Unreal Engine and creating photorealistic scenes in realtime. Tools Used: *Unreal Engine, Photoshop, After Effects*

I was inspired by scenes and locations from “*All the President's Men*”, and wanted to replicate the atmosphere produced.



## Morning Coffee

## *Photorealism, Still Life*

This piece was developed for a coffee brand to create more macro-scale environments as a means of possible advertisements or promotional materials

Tools Used: *Illustrator, Photoshop, Octane Render*

