

## Contact

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(LinkedIn)  
[www.artstation.com/tyler\\_la\\_belle](https://www.artstation.com/tyler_la_belle)  
(Portfolio)

## Top Skills

Texturing  
Maya  
Video Games

## Languages

English

## Certifications

Game Art and Design  
Maya: Advanced Modeling  
Substance Painter 2019 Essential  
Training

## Publications

Motion Capture Production

# Tyler La Belle

Studio Project Specialist @Meta (Camouflaj)  
Greater Seattle Area

## Summary

-RESUME LINKED IN FEATURE SECTION

-to download click on the resume, expand the image, select  
download from the top right-hand corner.

-AVAILABLE FOR RELOCATION - (variable on rate/contract/full time  
and relocation assistance)

-REFERENCES AND RECOMMENDATIONS LISTED IN  
RECOMMENDATION SECTION BELOW-

Hi, I'm your friendly neighborhood Environment Artist here! Looking  
to add life and creativity to any team in need of a great artist and  
good pal. I have experience with all modern-day art tools and  
pipelines as well as some nifty old ones. Always happy to help fellow  
artists and Devs in need. If you need someone that has experience  
working cradle to grave on anything from a casual mobile game to  
large production shooter I'm the guy :)

Currently I have shipped titles on all major platforms including but not  
limited to "PS3, PS4, Xbox360. XboxOne and Nintendo Switch" \*also  
IOS and Android\*

Programs:

Maya, ZBrush, Substance Painter, Photoshop, Topogun,  
xNormal, Marmoset Toolbag, Unreal, Unity, Iray, Artec Studio 13,  
GeomagicWrap, Wrap3, Capture Reality, Vultus

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## Experience

Meta

Studio Project Specialist

October 2022 - Present (7 months)

Bellevue, Washington, United States

## Camouflaj

### Asset Integration Specialist

October 2021 - Present (1 year 7 months)

Bellevue, Washington, United States

-Currently Working as a 3D Outsource Artist

## Oculus VR

### 3D Scanning Engineer/3D Artist

March 2018 - October 2021 (3 years 8 months)

Greater Seattle Area

Working with the brightest minds to bring you the future!

-Liaison between the CAD and Human Factors teams.

-Understand what a client wants to capture and provide a path to achieve success.

-3D scan capture and processing using Structured-lighting, Photogrammetry and 3D laser scanning equipment.

-3D scan processing.

-Create and maintain 3D models (Nurbs and Polygon) and textures from scanned objects.

Utilizing software such as

Artec 13

GeomagicWrap

Agisoft

Reality Capture

## Amazon

### Senior 3D Artist

February 2017 - March 2018 (1 year 2 months)

Greater Seattle Area

Amazon re:MARS presentation: <https://youtu.be/k8U3UcdVyWw>

Work on a special project (live on Amazon.com) - look for "360 view" on amazon products

Showroom assets here: <https://www.amazon.com/showroom>

Specific Teams were HIT "Home Innovations Team" and Amazon Image Solutions

I was the first member of a special projects team focusing on Photo-Real renders and Real time AR/VR experiences

- Designed and implemented artist workflows to follow current PBR workflows and standards
- Assets naming and folder organization
- Researched and implemented new tools such as Substance Painter/Designer, Marmoset, Marvelous Designer
- Worked close with management to bring on a Materials Team for the hundreds of material needed for an ever growing library.
- Created Photo-Real assets for Amazons online store (mainly furniture and household items)
- UE4 and Unity integration
- Full scene beauty renders for adds and special projects.
- Showroom asset renders

## Hidden Path Entertainment

### 3D Environment Artist

March 2013 - March 2015 (2 years 1 month)

Bellevue

I worked as a 3D Environment Artist on various projects for Hidden Path. Most notably were my works on Defense Grid 2 and Chroma. My daily tasks included,

- Level design and layouts
- Created environment assets
- Responsible for creating modular kits to go with unique level themes
- Poly reduction of weapons and environment assets
- Modeling and implementing new weapons
- Tillable textures
- Creating 3D assets from 2D concepts
- Material setups and texture creation
- High and low poly assets
- Responsible for generating LOD's for existing assets
- File organization and naming conventions

## ArenaNet LLC

### 3D Artist

2014 - 2015 (1 year)

## Harmonix Music Systems

### 3D Artist

2014 - 2015 (1 year)

Greater Seattle Area

Worked on Chroma game prototype which became Audica

## Guile Studios

### Project Manager and 3D Artist

January 2013 - April 2014 (1 year 4 months)

Bellevue

I was the project manager and Senior Artist on a side project. We were a ragtag group of artist and designers from a few local studio's in Bellevue, notably ArenaNet and Hidden Path. My responsibility was creating character concepts and designing level layouts. Being a senior member I was also managing the other artists and making sure we hit our deadlines and had the same cohesive aesthetics.

Duties included:

- Making sure artist had work submitted on time
- Helping with content organization and planning
- Content design and implementation

## WXP

### 3D Artist

August 2011 - November 2012 (1 year 4 months)

Greater Seattle Area

Created new environments for "Xotic" dlc packs on steam. I also had the privilege of creating most of the assets on the kickstarter for "Greg Hastings' Tournament Paintball Maxd' 2". Working with the lead designer I was responsible for creating new levels and props for game play. Also worked on several small pitch ideas and unannounced projects.

Daily tasks included,

- Level layouts
- Grey box testing of levels
- Mission pacing
- Environmental design
- Texture and prop creation
- Translating 2D to 3D assets
- Environment kits for level creation

### 3D Training Academy

3D Artist and Instructor

September 2008 - August 2011 (3 years)

Greater Seattle Area

- Worked on testing techniques and programs for class lessons.
- Created course curriculum and documentation
- Managed Junior Artist and instructed them on proper pipeline and techniques.
- Interning as a 3D Artist creating assets for game use.

### WXP

Internship

September 2010 - October 2010 (2 months)

I worked learning WXP's game engine as well as modeling techniques and file management.

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## Education

### GAME ARTS INSTITUTE LLC

certificate of completion, Environment Art · (2017 - 2017)

### 3d Training Academy

Certificate of Completion, Gaming · (2008 - 2009)

### Lake Washington Technical College

AA, Animation and Gaming · (2006 - 2008)