

TYLER HURD

Creative Director | Prototype Builder | 3D Character Developer | Joy Infuser
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PROFESSIONAL EXPERIENCE

[2018 to 2026] - Creative Director at Meta

Created and presented VR prototypes from the ground up to push spatial computing and metaverse development forward by aligning stake-holders, including experimental avatar embodiment and music visualization. Contributed as a Tech-Artist/Character TD to many projects such as AR title *The World Beyond* and Quest 3 launch title *First Encounters* for the Oculus Quest 3 launch. Contributed to the design of the Supernatural fitness app. Previously collaborated with the Oculus Medium team, generated content to stress-test tools, and assisted with tools development. Medium was the backbone of my fifth Gentle Manhands VR project, *Beach Body Bros*.

[2014 to 2020] - Founder / Creator at Gentle Manhands

Created and directed five original IP award-winning VR projects: *BUTTS*, *Old Friend*, *Chocolate*, *Chorus*, and *Beach Body Bros*. Official selections and premieres at Sundance, Tribeca, Cannes, and SXSW. Designed projects from the ground up, directed small teams, rigged and animated all characters, built development pipelines, created custom VR avatar posing technology, and developed a physically based real-time puppeteering workflow called *Actuator*.

[2012 to 2014] - Freelance Senior Animator / Character TD (NYC)

Animated and rigged characters, managed teams of animators, and assisted with pipelines for advertising studios. Notable projects include Froot Loops at Nathan Love and Sony PlayStation 4 at The Mill.

[2003 to 2012] - Senior Animator / Character TD at Double Fine Productions

Animated, modeled, and rigged characters. Built character tools and pipelines in Maya, including pose libraries and automated rigging systems. Managed art teams and contributed to generalist tasks such as VFX and video editing. Shipped titles include *Psychonauts*, *Brutal Legend*, *Costume Quest*, *Once Upon A Monster*, and *Kinect Party*.

TECHNICAL QUALIFICATIONS

Disciplines: 3D animation, AI coding, directing, rigging, modeling, scripting, tools, character systems, game development, music and video production.

Software: Maya, Unity, VS Code/Visual Studio, Git, After Effects, Photoshop, Premiere, Perforce.

Programming Languages: C#, Python, PyMEL, MEL, Lua, Java, HTML.

AWARDS & PUBLICATIONS

Best Animated Experience - WVRF - Chorus VR (2017)

Artistic Achievement Award - Unity - Chocolate VR (2017)

Best Animated Experience - Kaleidoscope World Tour - Old Friend VR (2016)

Most Innovative - Proto Awards - BUTTS VR (2014)

LA Times - [Music Video Revolution](#) - Old Friend VR

The Verge - [Finally a VR Developer Gets It](#) - Chocolate VR

EDUCATION & TEACHING

Associate's Degree in Digital Visual Media (2001-2003) - Expression College, California. Completed an intensive program covering all disciplines relevant to 3D animation. Recognized as a featured student and returned for guest lectures.

Instructor - Python for Maya Artists (2013) - School of Visual Arts, NYC. Sophomore-level undergraduate course teaching Maya scripting and production-focused workflow tools.