



TYLER LAMP
3D Generalist | Game Dev

CONTACT

tjlamp2020@gmail.com
View Portfolio on
tjlamp.com

EDUCATION

B.S in Graphic Information Technology

Ira A. Fulton Schools of Engineering - **ASU**

Focus Area in 2D/3D Animation

Graduated Spring 2022 - Summa Cum Laude

Computer Gaming Certificate

Ira A. Fulton Schools of Engineering - **ASU**

Completed Spring 2022

WORK EXPERIENCE

Grader @ Ira A. Fulton Schools of Engineering

Sep 2020 - May 2022 - 20 mos

- Supported multiple professors in grading coursework and provided meaningful feedback to students.
- Primarily graded for animation and modelling classes using Maya.

UGTA @ Ira A. Fulton Schools of Engineering

Aug 2020 - Dec 2020 & Aug 2021 - Dec 2021 - 10 mos

- Worked with various professors to deliver a smoother learning process to students. Assisted in two separate courses.
- Assisted students with their projects in After Effects.
- Helped the professor out in course authoring and graphic development for his class.

COURSE WORK

3D Modelling, Texturing, & Rigging

GIT 211, 311, 411, & 494

- Developed my passion and skill for 3D modelling and texturing.
- Modeled, textured, and rigged hard surface objects.
- Applied those skills by putting together my very own project in 494.

Game Development - Infomatics

CPI 321, 421, 411, & 441

- Learned how to develop games with a hands on approach.
- Coded in C#, designed game mechanics, levels, and assets.
- Managed projects in Github, and created art assets ready for the Unity pipeline. Worked in multiple group projects.

AWARDS

ASU - Ira A. Fulton

Dean's List x7 | *2018 - 2021*

Gilbert High School

Golden Scholar x2 | *2017 & 2018*

Science Award | *2018*

SKILLS

Illustration / Graphic Design

Video Editing / Compositing

3D Modelling / Texturing

2D/3D Animation

Project Management

Game Development

SOFTWARE



Adobe CC

*After Effects | Premiere Pro | Audition
Photoshop | Indesign | Illustrator*



Autodesk

*Maya | 3DSMax | Mudbox
Motionbuilder*

Other tools -

*Blender | Clip Studio Paint | Unity
Milanote | Figma | Github | Visual
Studio Code | IntelliJ IDEA | Google
Suite | Microsoft Suite | Blockbench*

