

TYLER LA MONDA

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Skills

- Specialize in character/creature and environment concept design along with previsualization
- Illustration, graphics and concept design in a variety of genres and styles
- Proficient in:
 - 3D modeling, texturing and painting
 - Animation, video compositing, and matte painting
 - Traditional 2D design and drafting skills

Programs

- | | | | |
|-------------|-----------|---------------|-----------|
| ▪ ZBrush | ▪ Vray | ▪ Real Flow | ▪ Nuke 8 |
| ▪ 3ds Max | ▪ Keyshot | ▪ Maya | ▪ Rayfire |
| ▪ Photoshop | ▪ Rhino 5 | ▪ Grasshopper | |

Experience

Freelance Concept Artist

Luminous Marketing and Media, Vacaville, California, USA

January 2014-Present

Receiving direction from the producer to concept the look and feel of the studios logo sequence. Sketched concepts to pitch for approval before moving concepts to 3D. Explored the concepts further in 3D defining the look of the project.

Modeled and textured all scene assets for the sequence. Directing camera moves and shot timing for the sequence.

Matte painting and shading. Scene lighting and compositing.

- Concept design: Pen and Pencil, Photoshop, ZBrush,
- Modeling/Texturing: 3dsMax, ZBrush, Photoshop
- Set Lighting/Environment Lighting: 3DsMax
- Matte Painting/Environment Design: Photoshop, 3DsMax
- Compositing: Nuke 8, Photoshop

Vagantly Modern Music Video, London, UK

March 2012-February 2013

Worked with the recording artist and videographer to create previsualization for music video. Created all model assets and scenes using 3ds Max and Rhino. Animated sequences with 3ds Max and Maya. Ran partial simulations for environment and water effects using Realflow, Krakatoa, and FumeFx.

Visual Artist and Architect Assistant

July 2013 – October 2013

Foster + Partners, London, UK

Produced architectural visuals including modeling, texturing, lighting and compositing. Received plans for a building, space or piece of furniture and modeled it using 3ds Max and Rhino. Set up lighting, set up cameras and rendered using Vray before compositing images in Photoshop.

Environment Artist

December 2009 - August 2011

Behavioral Sciences Department, University of Utah, Salt Lake City, USA

- 3D modeling in 3ds Max & Rhino
- Texturing and painting in 3ds Max

Tutor, Salt Lake City, USA

May 2009 - August 2011

- Tutored in 3D Programs, Simulation Programs and Drafting Programs

Plastik Banana Design Workshop, Salt Lake City, USA

May 2009 - May 2011

- Prototype Designer, Fabrication, Consulting and Technical Support

Education

Masters in Architecture, 2013

Royal College of Art, London, England

Dissertation: "The 'Slippery' Perceptions of Digital Space"

Thesis Project: Quarantine Deployment Agency

Bachelor of Science, Architecture, 2011

University of Utah, SLC, Utah, USA

References/Portfolio Available upon request.