

# TYLER LA MONDA

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Portfolio: [www.tylerlamonda.com](http://www.tylerlamonda.com)

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## Creative Expertise

3D Modeling  
Character Design

3D Photorealism  
Environment Design

Lighting  
VR Application

Textures  
3D Animation

UV Mapping  
Technical Constraints

## Program Knowledge

Maya · 3ds Max · ZBrush · Photoshop · Unity · UE4 · Keyshot · Vray · xNormal · Substance Painter/Designer · Premiere Pro

## Education

**Masters of Art**, Architecture, 2013  
Royal College of Art, London, England

**Bachelor of Science**, Architecture, 2011  
University of Utah, Salt Lake City, USA

## Professional Experience

**Character Artist**, 2020 Venture, San Mateo, California, USA

August 2014 - Present

**Production Work:** High and Low Res Character/Creature Models, Normals, UV's, Texturing, Topology, Rigging, Weighting

**Tools Used:** Maya, ZBrush, 3DsMax, Photoshop, Keyshot, Unity3D, xnormal, UV layout, VRay, Traditional Art Techniques

AAA Indie Game title "Chasing Dead" published 03/2016 for Wii U and Steam, PS4 coming soon.

- Create high-res 3D Character/Creature models and translate detail to flexible low-poly models
- Paint realistic/stylized textures for multiple next-gen real-time shader functions
- PBRs, diffuse maps, height maps, specular masks, rip occlusion and normal maps from high res-models
- Collaborate and drive character/creature development and technical standards for character art
- Create deformable efficient model topology and optimized UV layouts
- Rigged Characters/Creatures for animation
- Import and test 3D models in Unity: Implementing maps, shaders and A.I. for runtime performance and flexibility

**3D Artist**, Luminous Marketing and Media, Vacaville, California, USA

January 2014–July 2014

**Production Work:** Concept Design, Modeling, Texture, Set Lighting, Matte Painting, Compositing, animation and Track-Match Moving

**Tools Used:** 3dsMax, Maya, ZBrush, Photoshop, VRay, Nuke 8

- Create, refine, texture, render, and animate photorealistic 3D models
- Camera animation and placement: Develop the artistic vision of the finished sequence
- Under budget from conceptual phase to finish sequence successfully without sacrificing quality

**Visualization Artist/Part II Architectural Assistant**, Foster + Partners, London, UK

July 2013 – October 2013

**Production Work:** Architectural Design, Visualization, Hard-surface Modeling, Organic Modeling, Lighting

**Tools Used:** 3dsMax, Maya, Rhino 3D, Cad, ZBrush, Photoshop, VRay and Traditional Art Techniques

- Create photorealistic visual designs that support project vision: Rendering, lighting and material setup
- Model hard-surface and organic: High and low poly assets
- Apart of multi-disciplinary design team to define architecture, environment, and needs within the vision of the principal design
- Illustrations, drawings, plans, sections and elevations

**3D Artist**, Vagrantly Modern Music Video, London, UK

March 2012-February 2013

**Production Work:** Pre-visualization, Modeling, Animation, Rigging, Texturing, Lighting, Tracking-Match Moving, Compositing

**Tools Used:** Maya, 3dsMax, Rhino 3D, Photoshop, VRay, Reallflow, Krakatoa, FumeFX, Premiere Pro and Traditional Art Techniques

- Model, texture, rig, animate, light scenes and particle simulations
- Collaborate with the art director and recording artist to create overall design with pre-visualization for music video
- Composite and track rendered frames into camera recorded footage

**VR 3D Artist**, University of Utah: School of Computing, Salt Lake City, USA

December 2009 - August 2011

**Production Work:** 3D Modeling, Texturing, Lighting, Matte Painting, Compositing, Photography

**Tools Used:** 3dsMax, Maya, Photoshop, Cad, VRay, Vizard Virtual Reality Toolkit, Real-time motion-capture, 3D Stereoscopic display

- Create VR environments; 3D model, real-time shaders, lighting, textures and UV layout for physically based rendering
- Research physical and digital spaces to gather, create, organize, and work from reference data
- Develop immersive VR environments: Creating props, architecture, geology and organic features to build 3D worlds