

Tyler La Monda

3d Generalist // Environment Artist // Character Artist //

www.tylerlamonda.com

📍 San Francisco, CA

PROJECTS

Whiskytree: "Bolden!" – Feature Film, Release Date Unknown

Matte Painting/Sequence/Sky in Establishing Shots, Crowd Set Dressing, Organic/Hard Surface Modeling, Texturing, and Composite Matt and Set Extension Support for Art Director

Whiskytree: "Best Fiends" – Cinematic Art Test

Lead Artist for Project, Creature Modeling, Blend Shapes, Texturing, Shading, Lighting, Layout, Look Development and Concept Composite CG Images and Shots

Whiskytree: Unannounced Project – Projected Release Fall 2017

Creature/Organic/Hard Surface Modeling, Blend Shapes, Shading, Matte Painting, Environment Layout, Lighting, Texture Support for Lead Technical Director

Whiskytree: "Rogue One: A Star Wars Story" – Feature Film Released 2016

Texture Support for Lead Technical Director

Whiskytree: "How the Rebels Saved Christmas" – Duracell Star Wars

Commercial Released 2016

Hard Surface Modeling, Texturing, Set Dressing, and Environment Layout and Set Extension Support for Lead Technical Director

2020 Venture: "Chasing Dead" – AAA Game, Released 2016 Steam & Wii U

Character/Creature/Hard Surface Modeling, Texturing, Look Development, Shading, Lighting, Environment Layout and Resolved Technical Challenges in Game Engine Pipeline

EXPERIENCE

Assistant Modeler, Whiskytree, San Rafael, CA 07/2016 - Present

Visualization Artist, Gensler, San Francisco, CA 07/2016 – 9/2016

VR Dev., Organic/Hard Surface Modeling, Texturing, Look Dev., Shading, Lighting, Scene Layout, and Compositing

Character Artist, 2020 Venture, San Mateo, CA 08/2014 – 06/2016

Freelance 3D Artist, Luminous Pictures, Vacaville, CA 01/2014 – 07/2014

Organic/Hard Surface Modeling, Concept Design, Environment Layout, Texturing, Set Lighting, Matte Painting, Compositing, Animation and Track-Match Moving

Visualization Artist/Part II Architectural Assistant,

Foster + Partners, London, UK 07/2013 – 10/2013

Architectural Design, Organic/Hard Surface Modeling, Look Dev., Shading, Scene Layout, Compositing, and Lighting

Virtual Reality 3D Artist,

University of Utah: School of Computing, Salt Lake City, USA 12/2009 - 06/2011

3D Modeling, Texturing, Lighting, Shading, and Photography

SKILLS

3D Modeling
Character/Creature Design
Blend Shapes
3D Photorealism
Environment Layout
Matte Painting
Compositing
Texturing
Shading
Lighting
Virtual Reality
Production Process

SOFTWARE

Maya
ZBrush
3dsMax
Softimage
Photoshop
Nuke
Arnold
Vray
Keyshot
Terragen
MARI
Substance Painter
Substance Designer
Marvelous Designer
Xnormal
Unity3D
UE4
Premiere Pro
Illustrator

EDUCATION

Masters of Art

Architecture, 2013
Royal College of Art
London, England

Bachelor of Science

Architecture, 2011
University of Utah
Salt Lake City, USA