

Tyler Breon

Lead Principal Character Artist

tylerbreon@hotmail.com

tylerbreon.com & artstation.com/tylerbreon

Developer of 13+ years on projects like Middle Earth (SOW), Gears, and God of War.
Experience at all stages of production and building/leading teams.

Excited about collaborating with inspired creatives to build the best games we can.

Responsibilities include creating key character art, authoring standards, visual development, style and construction guides, pipeline development, staffing, scheduling and outsourcing.

Experience

Lead Principal Character Artist at First Strike Games

July 2017 - Present (1 year 5 months)

UNANNOUNCED

Instructor at CGMA

September 2015 - March 2018 (2 years 7 months)

CREATURE SCULPTING and ANIMAL ANATOMY

Senior Character Artist at Monolith Productions

June 2016 - July 2017 (1 year 2 months)

MIDDLE EARTH: SHADOW OF WAR

Freelance Artist / Writer

2014 - June 2016 (1 year 6 months)

- Consulting, creating characters and working with directors to define visual benchmarks.
- Development on original IP / graphic novel.

Lead Character Artist at The Coalition (Microsoft)

2013 - 2014 (1 year)

GEARS OF WAR 4

- Pre-production, planning, visual development and prototyping for the transition to UE4.

GEARS OF WAR ULTIMATE EDITION

- Developed character remastering pipeline and style guides.
- Led team of 10+ internal/external artists in the creation of game models and concept.
- Provided inspiration and training through one-on-ones and studio-wide presentations.

UNANNOUNCED IP

- Worked closely with directors and team leads to define a visual direction for characters.
- Enhanced pipeline according to project priorities (performance, character customization, etc).

Lead Character Artist at Big Red Button Ent.

2011 - 2013 (2 years)

SONIC BOOM & UNANNOUNCED IP

- Developed character art pipeline, schedule and best practices.
- Worked with design to create visuals that supported game-play and narrative.
- Collaborated with TV animation studio to co-create characters that were on brand.

Senior Character Artist at Santa Monica Studio

2007 - 2011 (4 years)

GOD OF WAR ASCENSION

- Prototyped final boss 'Hecaton' and streamlined titan pipeline with environment & tech teams.
- Created studio-wide material library, increasing texturing efficiency/consistency across all assets.

GOD OF WAR 3

- Built the titan Cronos, a hybrid character/environment. Integrated environment art techniques into the character pipeline and collaborated daily with the multidisciplinary Cronos team.

Character Artist at Naughty Dog

2006 - 2007 (1 year)

UNCHARTED

Created majority of in-game enemies, working with lead and director from concept to completion.

Character Artist at Treyarch

2005 - 2006 (1 year)

SPIDER MAN 3

Modeled and textured a range of game characters, from actor likenesses to giant creatures.

Education

Concept Design Academy

Character/Creature Design, 2008 - 2012

Vancouver Film School

Character Modeling and Design, 2004 - 2005