



**Tyler Shultz**  
Digital Designer

**PROFILE**

Meticulous designer and articulate leader with strong organizational skills. Excellent experience juggling multiple tasks and working under pressure in fast-paced and dynamic work environments. Focused on continuing to develop my technical abilities specifically in the area of environmental design and video game development while driving organizational success.

**EDUCATION**

- BACHELORS DEGREE** SCAD 2012 - MAY 2016  
Savannah College of Art and Design: Bachelors of fine arts in interactive design and video game development
- SPECIALIZED COURSEWORK** 2017 - MAY 2019  
Gnomon Online: Hard surface modeling and digital sculpting
- SPECIALIZED COURSEWORK** MAR 2019  
Art Station Master Class 3: is a global online event for students and professionals to learn from 10 renowned artists in games, film, media & entertainment.

**WORK EXPERIENCE**

- BON APPETIT - @GOOGLE** OCT 2018 - CURRENT  
Working at Google cafe to network and build relationships with current Google employees while taking advanced design courses.
- PLAY TESTING - EA STUDIOS** DEC 2017 - MAR 2019  
Tested games as part of a team responsible for identifying and logging all necessary improvements prior to game launch. Communicated with game developers to ensure feedback was understood and implimented.
- ROBLOX - ID TECH** FEB 2018 - MAY 2018  
Developed new Roblox course for iD Tech with Roblox CEO David Baszucki. Taught and tested curriculum. Curriculum included designing and developing worlds through coding and Roblox creation tool.
- GAME DESIGN - ID TECH** JULY 2017 - OCT 2017  
Worked directly with regional manger to develop and implement the 2017 curriculum. Developed testing schedule covering core design and game development skills and associated programs such as Autodesk Maya, 3D printing, and Unreal Engine.
- INTERN - SYNAPTIC SWITCH** JULY 2016 - OCT 2016  
Worked with studio director to develop and implement game documentation standard operating producers. Worked in a cross functional team to document track and address bugs identified by game-play programmers.
- MIX- A- MAX** JAN 2015 - MAY 2016  
Deeply involved in end-to-end game development including modeling, rendering, shading, rigging, UV texturing, and lighting from concept art. Assisted lead software engineer in the development of games and web applications across multiple platforms and engines.
- DESIGN INSTRUCTOR - ID TECH** JULY 2015 - OCT 2015  
One of three instructors chosen out of 600 applicants. Selected to lead the design and development curriculum. Instructed small groups of eight students comprised of aspiring coders, app developers, game designers, and engineers.

**SOFTWARE**

- ADOBE CREATIVE SUITE
- AUTODESK MAYA
- TOPOGUN
- GRAPHIC DESIGN
- MICROSOFT OFFICE
- UNREAL ENGINE
- ZBRUSH
- SUBSTANCE

**PROFESSIONAL SKILLS**

- GRAPHIC DESIGN
- ENVIRONMENTAL DESIGN
- CHARACTER DESIGN
- TEXTURE DESIGN

**HOBBIES**

- SNOWBOARDING
- RUGBY
- BACKPACKING