

TYLER HARDER

ONLINE PORTFOLIO: WWW.TYHARDER.CA

CAREER OBJECTIVE

Join a team that thrives on creating quality multimedia projects, contribute to the success of those projects, and advance in the art of multimedia production.

EDUCATION

Bachelor of Fine Arts, New Media September 2004 – June 2008
University of Lethbridge, Lethbridge, Alberta GPA 3.5/4.0
Studies and research in traditional art, computer art, game production and audio production.

EXPERIENCE

2D production using Adobe CS4 and other content creation software, with experience in:

- Graphic design for Internet, print and game art assets.
- Non-linear video editing and post-production.
- Standards-compliant Web design in XHTML, CSS, PHP-MySQL and JavaScript.

3D production using Autodesk 3D Studio Max with experience in:

- Modelling characters, environments and objects.
- Rigging and Animating characters, objects and special effects.
- Texturing and UVW Mapping with unwrap, normal mapping and shader designs.

Audio production with multi-track hardware and software in studio, field and live settings.

- Mic and direct sampling, sound mixing, MIDI, music synthesis and outboard processors.

Motion Capture experience using Vicon systems and software with MotionBuilder.

Traditional art skills in sketching, lighting, colour theory, compositing and visual aesthetics.

EMPLOYMENT

3D Modeller / Graphic Designer Co-op 2008

Canadian Space Agency, Longueuil, Quebec

Created 3D models of structures and objects used in astronaut training. Designed graphic decals and hand-made models. Produced 3D models for stereo-lithography on a 3D printer.

References available on request.

COMPETENCIES

Passionate about games and multimedia. Creatively and technically proficient with an acute attention to detail. Uses communication and problem solving skills to build creative solutions. Uses criticism constructively to broaden abilities. Skilled working in teams and independently.

AWARDS

Jason Lang Scholarship for exceptional academic achievement. (2007 & 2008)

Dean's Award / Faculty of Fine Arts honour for exceptional academic achievement. (2006)

Alberta Skills Competition, 1st place Gold medallist in Computer Animation. (2004)