

# Tyler Ponegalek

## 3D Artist

### Information

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### Artist Summary

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Meticulous 3D artist who specializes in asset creation. Possesses a strong knowledge of the 3D pipeline, and is able to take an asset all the way from concept to completion. Proficient in multiple industry standard software packages and is quick to learn new ones. Excited to work with others on projects and troubleshoot the artistic challenges that are faced in production.

### Skills

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**3D Skills:** 3D Modeling/Sculpting | Retopologizing | UV Layout | Texturing | Rigging | Animation | Lighting

**Software Knowledge:** Maya | Zbrush | Adobe Substance | Photoshop | Unity | Unreal

### Experience

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3D Artist **Seedfunder**, Dover, Delaware (Remote)

December 2022 – September 2023

- Created concept sketches for assets
- Managed the modeling, texturing, and rendering of all 3D assets
- Brainstormed with team to flesh out UI and asset intractability

### Education

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California State University Northridge - **Bachelors of Arts** - August 2020 - May 2022

- Graduated Summa Cum Laude

College of the Canyons - August 2017 - May 2020

- Certificate of Achievement | Videogame Animation

