

Tyler Ponegalek

3D Artist

Information

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Artist Summary

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

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

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

Experience

Busser/Food Runner, **The Cheesecake Factory**, Valencia California

August 2021 – Present

- **Constantly thinking on feet** and having to **adapt to workplace changes/challenges**
- **Communicates with and assists team** throughout shift and picks up slack where needed
- **Self manages time and maintains workload and responsibilities** under situations of high stress

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

December 2022 – September 2023

- **Created concept sketches** for assets
- **Managed all of the 3D asset creation**, including modeling, texturing, and rendering
- **Brainstormed with team** to iterate on designs and to flesh out UI and asset functionality

Education

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

