



Tyler Holden

Character Animator/ Visualization Artist

 828-577-6603

 Tylerholdenart@gmail.com

 <https://www.tylerholdenart.com/>

Skills

Animation Maya
Unreal Engine Unity
After Effects Photoshop
PF Track Premiere Pro

Passions

Storytelling

Teaching

Filmmaking

Game Design

SUMMARY

Skilled animator with four robust years of industry experience, ranging from TV, cinematic animation, gameplay animation, and visualization. Thrives in a creative environment, adapts and learns quickly to solve creative problems. Has a drive to teach, guide, and mentor students and colleagues to succeed in their creative passions.

PROFESSIONAL EXPERIENCE

Animator 8/2023 - Present

Perfect Storm Studios

Worked closely with the art and design team to create an animation pipeline from rigging to final animation for an upcoming MOBA. Contributed work to concept art and in game asset pipelines.

Previs / Postvis Artist 8/2021 - 7/2023

Day For Nite

Worked with a team of artists and supervisors to create Previs and Postvis shots and sequences for a number of feature films.

Cinematic Animator 7/2022 - 9/2022

Brain Zoo Studios

Animation Layout, and Motion Capture Cleanup on WWE 2k23

Freelance Animator 12/2020 - 8/2021

The Outlook Company/OVFX

Created 3D animations for an unreleased animated series

Freelance Animator 6/2020 - 11/2020

Brazos Games

Created cinematic and gameplay animations for an unreleased game.

Lead Instructor 2015 - 2020

iD Tech Camps

Taught animation and game design for five camp seasons at multiple camp locations. lead a team of instructors to help support a fun and engaging learning environment for students.

EDUCATION

Master of Fine Arts 2017 - 2020

Savannah College of Art and Design

Animation

Thesis: Incorporating Interactive Cinematics in Video Games

Bachelor of Fine Arts 2013-2017

Savannah College of Art and Design

Animation