

Tyler Croteau

[Email](#) [Website/Portfolio](#) [Linkedin](#)

Work Experience

3D Generalist, Total Trial Solutions

September 2021 - present

Remote: Tampa, Florida

- Worked on multiple projects that consisted of working closely with the clients.
- Modeled, Textured, Animated and Rendered different projects using Blender and Unreal Engine.
- Rough storyboarding concepts for each project.
- Lead Animator for multiple projects.
- Specialized in Character Creator 4 and Iclone 8.
- Collaborated with team members on asset creation for future projects.
- Instruct interns on Animation pipeline and collaboration goals.

Dreamscape Renaissance, Short Film

October 2022 - May 2023

Remote: Tampa, Florida

- Accepted to Lift-Off Filmmakers Session, Indie Short Fest, Venice Shorts. Award Winning at Phoenix Shorts, Palm Beach Film Festival and Accolade Global Film Competition.
- Modeled, Textured, Rigged, Animated, Lit, and Rendered every scene.
- Real life characters modeled in CC4 and Animated Iclone 8.

Forensic Animation Production Assistant, Total Trial Solutions December 2020 - September 2021

Remote: Rhode Island

- Designed and Modeled environments for clients in Autodesk Maya.
- UV unwrapped and textured different environments and assets.

Dreamscape Short Film,

August 2020 - May 2021

Portland, Maine

- Designed, Modeled, Rigged, Animated, and Rendered a 9 minute film using Autodesk Maya.
- Accepted to Bitesize Film Festival, First Time Filmmakers Online Sessions, and Lift Off Online Sessions.

Professional Skills:

3D Software: Maya, Blender, Unreal Engine, Quixel, Reallusion, Substance Painter.

Software: Google Suite, Adobe Suite, Clip Studio.

Artistic skills: 3D Modeling, Animation, Character Design, Filmmaking, Storyboarding, Lighting.

Working Skills: Clear communications, Great work ethic, Effective collaboration, Dedication, Problem solving, Analytical skills, and Leadership roles.

Education:

Maine College of Art, Bachelors of Fine Arts in Animation and Game Design : **Graduated in May 2021**