

# TYMANTEUFFEL

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## Professional Experience

### **ReDefine: Advanced Development Group - CG Generalist**

**Spearheaded Unreal Engine adoption:** Led global team integration of Unreal Engine, establishing best practices for optimization, collaboration, and knowledge-sharing across studios (Vancouver, Montreal, LA, Barcelona, India).

**Pioneered AI-powered workflows:** Actively explored and implemented AI tools in combination with Unreal Engine, seeking innovative solutions for client projects.

**Crafted realistic environments:** Meticulously produced high-fidelity real-time environments, rigorously testing tools and workflows for pixel-perfect renders in film & TV productions.

**Contributed to groundbreaking R&D:** Collaborated with DNEG's Virtual Production and R&D teams on cutting-edge projects, shaping the future of the VFX industry.

### **Crafty Apes VFX - Junior CG Generalist**

**Championed Unreal Engine integration:** Guided supervisors and teams across diverse projects (e.g., "Anne Rice's Mayfair Witches", "Before the Beard, Before the Belly") to successfully integrate Unreal Engine, streamlining workflow and fostering collaboration across studios (Vancouver, Baton Rouge, LA, New York, Atlanta).

**Delivered high-quality assets:** Leveraged artistic expertise and proficiency in Maya, Zbrush, Substance Painter/Designer to craft captivating materials and textures for characters, environments, and props in major projects ("Perry Mason", "80 for Brady", "The Creator").

### **Inglorious Rabble Games - Concept Artist/Illustrator**

**Brought "Tetrarch" tabletop game to life:** Designed and illustrated captivating playing cards, immersing players in the game's unique universe.

**Enhanced rulebooks with visual storytelling:** Curated original artwork for "Tetrarch's" core rulebooks, visually guiding players and enriching the learning experience.

### **MUTT Studio Games - Character Artist**

**Designed and optimized hero characters:** Modeled and textured engaging 3D characters using industry-standard tools like Maya, Zbrush, and Substance Painter while maintaining smooth gameplay performance within Unreal Engine.

**Contributed to collaborative game development:** Worked within a team to ensure the characters aligned with the game's overall aesthetic and gameplay mechanics to seamlessly integrate into a cooperative action game built using Unreal Engine.

## Education

### **Gnomon School of Visual Effects, Games + Animation**

**Certificate in Digital Production with a focus on Texturing and Modeling**

Multiple Best of Term 2022 Winner – Character | Games & Creature | Turntable

### **University of Colorado at Boulder**

**Bachelor of Arts degree in Studio Art; Minor in Technology, Art and Media; Earned Magna Cum Laude Honors**

Awarded Medal of Distinction from Dean of Students of the College of Arts and Sciences

Phi Beta Kappa Honor Society member.

### **Vertex School**

Character Artist Bootcamp with Ryan Kingslien

### **Mod 3D Academy**

3D Printing For Zbrush Artists With Aiman Akhtar

# Skills

## Design:

**Concept Artist:** Masterful in creating high-quality 2D and 3D concepts for characters, creatures, and environments, bringing worlds to life with exceptional detail and imagination.

**Worldbuilding:** Skilled in developing immersive and cohesive worlds, ensuring visual consistency and narrative coherence across character, creature, and environment design.

## Modeling:

**Expert Modeler:** Adept in creating production-ready models for both organic and hard-surface assets, with a sharp eye for accurate anatomy, topology optimization, and effective shape language.

**Technical Proficiency:** Utilize industry-standard software like Maya and ZBrush to ensure models meet technical requirements and integrate seamlessly into projects.

## Texturing & Look Development:

**Texture Master:** Possess extensive experience with UV unwrapping and texturing photo-real characters and assets, leveraging a wide range of software including Substance Painter and Designer.

**Material Specialist:** Adept in crafting realistic and visually appealing materials, utilizing both procedural and hand-painted techniques to achieve desired looks and textures.

## Rendering & Lighting:

**Rendering Virtuoso:** Possess extensive knowledge of real-time and path-traced rendering, mastering platforms like Unreal Engine 5 to achieve stunning visuals.

**Lighting & Look Dev:** Expertise in utilizing tools like Vray, Redshift, and Unreal Engine for lighting, rendering, and look development, ensuring high-quality and visually-consistent final output.

# Awards

## The Rookies 2022 Rookie of the Year | 3D Animation

Official Judges Ranking A | Excellence Award | Draft Selection

## Gnomon Best of Term Spring 2022 - Character | Games

Robot Samurai | Unreal Engine 5

## Gnomon Best of Term Spring 2022 - Creature | Turntable

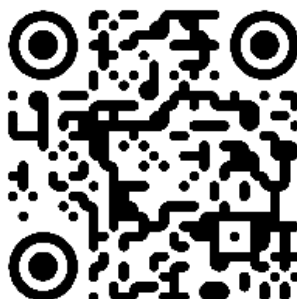
Hover Slug | Autodesk Maya & V-Ray

# Software

**MODELING:** Maya, Zbrush, Mudbox, Metashape, Marvelous Desginer, Speed Tree, Houdini, Xgen, Character Creator

**TEXTURING:** Mari, Quixel Mixer, Substance Painter, Substance Designer, Photoshop, Illustrator,

**RENDERING:** Vray, Nuke, Unreal, Engine, After Effects, Keyshot, Marmoset

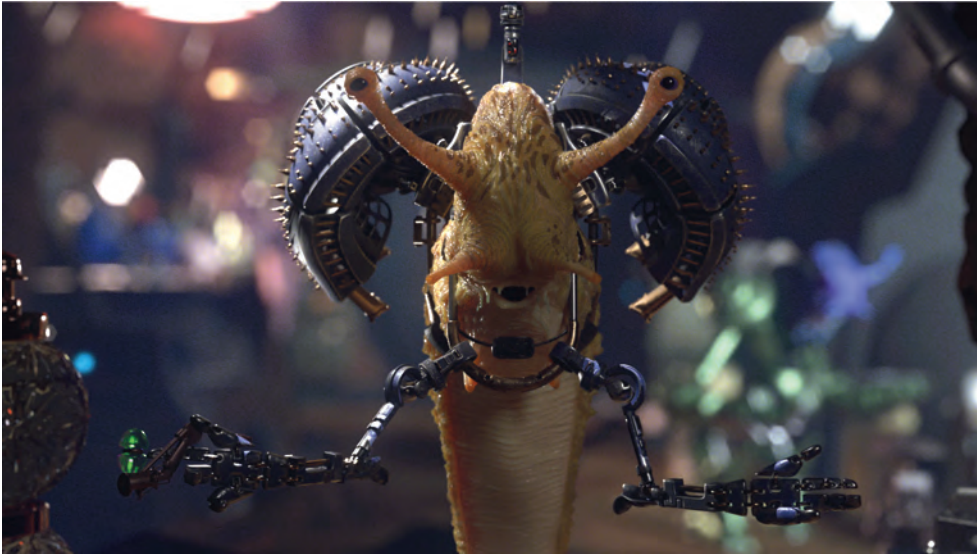


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**ROBOT SAMURAI** - <https://www.creaturetytm.com/robosam>



**HOVER SLUG** - <https://www.creaturetytm.com/hoverslug>



**SPACE WALRUS** - <https://www.creaturetytm.com/spacewalrus>



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## CONTACT

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