

# Tyler Breon

Senior Character Artist at Monolith Productions

tylerbreon@hotmail.com

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## Summary

Artist of 11+ years on AAA projects like God of War, Uncharted, and Gears of War. Experienced creating characters at all stages of development and leading art teams.

Passionate about collaborating with inspired developers to create memorable, great looking games.

Lead Artist responsibilities included creating key character art, authoring standards, working with directors on planning and style guides, pipeline R&D, team management and outsourcing.

Proficiencies: Zbrush, Maya, Photoshop, Substance Painter, Unreal Engine 4, CryEngine

www.tylerbreon.com

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## Experience

### **Senior Character Artist at Monolith Productions (WB Games)**

June 2016 - Present

MIDDLE EARTH: SHADOW OF WAR

### **Instructor at CGMA | Computer Graphics Master Academy**

September 2015 - Present

CREATURE SCULPTING and ANIMAL ANATOMY

### **Freelance Artist**

2014 - June 2016 (2 years 5 months)

Creating characters, working with directors to define visual benchmarks and consulting on best practices.

### **Lead Character Artist at The Coalition**

2013 - 2014 (1 year)

GEARS OF WAR 4

- Setting character milestones and priorities with directors and team leads.
- Creating prototypes for fast iteration and the transition to Unreal Engine 4.

GEARS OF WAR ULTIMATE EDITION

- Developed character remastering pipeline and style guides.
- Led team of 10+ internal/external artists in the creation of game models and concept.

- Provided inspiration and training through regular reviews, one-on-ones and studio-wide presentations.

INTERNAL IP

- Worked closely with directors and team leads to define a visual direction for characters.
- Enhanced pipeline according to project priorities (performance, character customization, etc).

### **Lead Character Artist at Big Red Button Ent.**

2011 - 2013 (2 years)

INTERNAL IP

- Developed character art pipeline, schedule and best practices.
- Worked with design to create visuals that supported game-play and narrative.
- Collaborated with TV animation studio to co-create characters that were on brand.

### **Senior Character Artist at Sony Santa Monica**

2007 - 2011 (4 years)

GOD OF WAR ASCENSION

- Prototyping the final boss and streamlining the titan pipeline with environment & technical teams.
- Created studio-wide material library, increasing texturing efficiency and consistency across all assets.

GOD OF WAR 3

- Built the titan Cronos, a hybrid character/environment. Integrated environment art techniques into the character pipeline and collaborated daily with the multidisciplinary Cronos team.

### **Character Artist at Naughty Dog**

2006 - 2007 (1 year)

UNCHARTED: DRAKE'S FORTUNE

Created the majority of in-game enemies, working with the lead and art director from concept to completion.

### **Character Artist at Treyarch (Activision)**

2005 - 2006 (1 year)

SPIDER MAN 3

Modeled and textured a range of game characters, from actor likenesses to giant creatures.

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## Education

### **Vancouver Film School**

Character Modeling and Design, 2004 - 2005

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[Contact Tyler on LinkedIn](#)