

Art Director & Sr Manager with 14+ years professional creative experience and 10+ years managerial & directorial experience. Supervised & contributed to hundreds of projects. Multiple award winning, including a Cannes Lion. While I do love getting my hands on a project to perfect a design or solve a problem my passion is unlocking my team's potential. Whether it's developing new ways of working, forging connections, or advocating & educating, my foremost goal is to put the team in position to succeed.

## INFO

### Take a Peek

tylerdaviskenworthy.com

### Drop a Note

tylerdaviskenworthy@gmail.com

### Have a Chat

503 803 9028

## SKILLS

### Direction

- Clear & concise
- Art & technical
- Creative & proactive problem solving

### Management

- Building & running teams
- Training & documentation
- Ensuring quality & timely delivery
- Fostering a positive work environment
- Advocating for my team

### Design

- Concept
- Graphic design
- Pitch
- Illustration

### Communication

- Internal team communication
- Communication between teams
- Working with clients & partners to manage Expectations and arrive at a shared vision

### 3D Asset Creation

- Modeling
- Sculpting
- Texturing
- Rendering

### Experience

- Success at every level of production from design through final execution

## SOFTWARE

Photoshop  
Modo  
Maya  
Substance Painter  
InstaLOD  
Illustrator  
Unreal  
ShotGrid  
Premiere  
Aseprite

## EXPERIENCE

2023 - Present

### Sr Manager, 3D Production

*Nike*

- Managed the modeling & asset capture branch of the DPC FW Production studio inclusive of Nike's global team and four Asia based studios
- Led development of asset capture capabilities and activated globally
- Reduced global modeling lead times by 25% and regularized across PCC partners
- Oversaw quality control for all Production modeling assets created globally
- Refined pipeline, developed tools, and introduced new toolsets to further improve efficiency
- Represented studio regularly presenting work, capabilities, and planned future states to leadership and audiences across the enterprise, championing Nike's digital trans

2022 - 2023

### Footwear Production Manager

*Nike*

- Managed the modeling & asset capture branch of the DPC FW Production studio inclusive of WHQ and four Asia based studios
- Pioneered relationship & workstreams with internal partners including Brand Creative for special projects including Airphoria and Lebron XX
- Created asset optimization pipeline for uses including game, AR, and web
- Oversaw quality control for all modeling assets created globally & internally
- Represented studio regularly presenting work and studio capabilities to leadership and audiences across the enterprise
- Engaged external partners and forged relationships to allow for exploration and testing of new technologies

2020 - 2022

### Modeling Lead

*Pro Unlimited for Nike*

- Provided artistic and technical direction for team of world class artists
- Team successfully delivered hundreds of high fidelity assets
- Fostered communication and reduced siloing of knowledge through various means including establishing meeting cadence & expanded documentation
- Key role in establishing, training, & managing four Asia based studios
- Delivered multiple special projects as lead and contributor
- Oversaw quality control for all modeling assets created globally & internally
- Curated 3D model library
- Key role in creating new studio pipeline and transition to Real Time
- Presented work & accomplishments to leadership and other departments

2014 - 2020

### Art Director

*Hinge*

- Provided artistic direction for in house and external artists of various disciplines
- Created designs and successfully pitched projects to land extensive work
- Directed animated and live action commercials and shorts
- Delivered high quality work for extensive client list including Nike, Adult Swim, Blizzard, Microsoft, and Merck
- Travel Oregon: Assembled a team, art directed, created assets, coordinated with Wieden+Kennedy, resulting in the winning of a Cannes Lion

2010 - 2014

### Production Designer

*Hinge*

## EDUCATION

2007 - 2010

### Bachelor of Fine Arts with High Honors - Game Art & Design

*Art Institute of Portland*

2000 - 2003

### Fine and Studio Arts

*Washington State University*