

Art Director with 13 years professional creative experience and 8+ years managerial/directorial experience. Supervised & contributed to hundreds of projects. Multiple award winning, including a Cannes Lion. Whatever the media or style, I'm excited for the challenge. I love leading a team as much as I love digging in and creating something. Let's put our heads together and make something awesome.

INFO

Take a Peek

tylerdaviskenworthy.com

Drop a Note

tylerdaviskenworthy@gmail.com

Have a Chat

503 803 9028

SKILLS

Direction

- Clear & concise direction
- 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 art
- Graphic design
- Pitch art
- 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 concept through final execution

SOFTWARE

Photoshop
Maya
Modo
Substance
Illustrator
Shotgun
Premiere
Aseprite

EXPERIENCE

2020 -
Present

Modeling Lead

Nike DPC for Pro Unlimited

- Provided artistic and technical direction for team of world class VFX artists
- Team successfully delivered hundreds of assets
- Coordinated work with external teams & partners
- Fostered communication and reduced siloing of knowledge through various means including establishing meeting cadence & documentation
- Key role in establishing, training, & managing four Asia based studios
- Delivered multiple special projects that required many contributions including but not limited to project management, modeling, and UI design
- Oversaw quality control for all internal assets and assets created by overseas studio partners
- Curated entire 3D model asset library
- Initiated process of creating new pipeline and transition to Real Time
- Presented work & accomplishments to leadership and other departments

2014 -
2020

Art Director

Hinge

- Provided artistic direction for an exceedingly talented group of in house and external artists of various disciplines
- Heavily involved in virtually every one of the hundreds of projects the studio undertook during my time as Art Director
- Created concepts and successfully pitched projects to land extensive work
- Directed both animated and live action commercials and shorts
- Delivered high quality work for a fantastic lineup of clients including Adult Swim, Nike, Blizzard, Microsoft, and Merck
- Assembled a team, art directed, created artwork, and coordinated with Wieden+Kennedy on Travel Oregon: The Game, which won a Cannes Lion

2010 -
2014

Production Designer

Hinge

- Provided concept art for commercial, television, web, game, and film projects
- Responsibilities grew to include modeling, texturing, matte painting, storyboarding, and sculpting
- Created concepts and successfully pitched projects to land extensive work
- Led or contributed to work that won numerous local and national awards including Rosey's, Webby's, and Pixie's
- Contributed to growing the business by creating pitch artwork and successfully pitching to land new clients and work

EDUCATION

2007 -
2010

Bachelor of Fine Arts with High Honors

Art Institute of Portland

2000 -
2003

Fine and Studio Arts

Washington State University