Ty M Carriere

Program Director of Game Art and Design /Texture Artist / Environment Artist / Instructor / Consultant

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www.TyCarriere.com (under construction)

OBJECTIVES

My objective is to find a company that offers me personal and professional growth in exchange for my years creativity, expertise, time and devotion.

Traditional Exp.:

Over 20 years of Customer Service, 16 years of Management experience, Advanced computer skills in both hardware and software. Limited Networking experience, Computer maintenance experience.

Teaching Exp:

15 years of teaching multi media software and industry techniques in the Graphic Design, 3D Modeling, Texturing, Environment Design and Game Art Production. I've taught 29 individual courses spanning multiple programs at the college (lists of classes taught available upon request). Handling 6 figure budgets, market research, curriculum development, Design and advertising strategies.

JOB EXPERIENCE

Ex'pression College   **Program Director of Game Art and Design**

Employed: 12/98 to present
Multi-media For Profit College

Responsibilities:

Classes and subjects taught: Texture & lighting, Graphic Design, Game Level Production (level editing using Maya and the Unreal engine), Environment Design, Hard modeling, Normal mapping, orientate new students, manage instructors. Hire instructors. Faculty training. Manage GAD related events and tournaments. Working within the budget of the program to make sure we're on track. Making sure that we stay within the guidelines of our accreditation by working closely with the compliance department on regulations. Travel to conventions and further personal skills to teach to students and staff. Find and manage industry professionals for Program Advisory committee, Forecast trends based on input from industry contacts and experience.
I also must bring in industry professionals to the school and my classes to do critiques and to help direct student work to content that is ready for consideration entry level positions.

Duties:

Create, teach, grade and manage courses. Public demonstrations. Write and record video for tutorials for classes. Research and learn new technologies as they come out. Working with our Admissions as well as the Marketing departments on how to advertise the school and programs. Creating and managing special events and contest that are program related. Putting together exhibits for conventions such as Game Developers Conference, Networking and keeping close ties to the industry.

Los Medanos College   **Professor Teaching Modeling and Animation**

Employed: 08/11 to present
Community College

Responsibilities:

Classes and subjects taught: Intro to Animation / 3D Modeling and Animation.
Teaching basic animation principles and modeling using Maya. Develop curriculum for classes to have students more prepared for continuation colleges in the CG field.

Duties:
Create, teach and grade and manage courses. Public demonstrations. Write and record video for tutorials for classes. Research and learn new technologies as they come out. Working with our Admissions as well as the Marketing departments on how to advertise the school and programs. Creating and managing special events and contest that are program related.

ASTRO VENTURE   **General Manager/Advertising Designer**
Employed: 8/95   to   6/97
A Virtual Reality & Motion Simulator Studio at Fisherman's Wharf

Duties:
Supervising staff / Payroll and some accounting / Scheduling a large crew /Handling repairs of Virtual Reality computers, hardware and hydraulic equipment personally or hiring the appropriate people / Public Relations / Sales / Training new personnel / Design AD Campaign/ Merchandising / Store Design / Customer Service

Freelance/Contract   **Jobs**

Intel Computers Internal Project   **Lead Character Texture Artist and Advisor**
3/05 – 6/05   **House of Tomorrow (internal project)**

Ames NASA Project   **Art Lead / Lead Texture Artist**
6/03 – 4/05   **Miranda-Educational Game Proposal**

Paravue   **Photoshop/Texturing Trainer and Consultation**
10/06 – 4/07

Sega of America   **Research and Development**
11/00 – 3/01   **working on Unreal Tournament**

Additional Freelance Design / Fine Art Painting   **Traditional Art**
Painting using acrylic & watercolor through regular and airbrush mediums, figure Drawings, Logo design, image restoration on damaged or old photos, Poster and ad designs
Examples are available

Recognition, Awards and Affiliations:
Instructor of the Year 2007 – Expression College
Instructor of the Year 2005 – Expression College
Favorite Instructor 2006 – Expression College
Team Spirit Award 2002, 2003, 2004 – Expression College
Learning Technologies and special recognition 2003-2005 – Ames NASA
ACM Member
Winner of a NAACP North California Art Contest - painting
Special Assistance with the My Soul animation project nominated for an academy award

SUMMARY of TECHNICAL QUALIFICATIONS
Software Exp.:

Photoshop	19 years	Digital Painting, Texturing, Composition, Image restoration, Concept work
Illustrator	16 years	Logo Design, Layout, Illustrations, HUD Designs
Maya	14 years	Modeling, Texturing, Shading Networks, Rendering, Animation, collision meshes, UVMapping,
Deep Paint 3D	8 years	Character painting
MudBox	5 year	Sculpting, Texturing, Normal, Displacement and Ambient Occlusion Map Creation
Unreal Engine 2, 3	11years	Level Editing, Effects, physics, emitters, Shaders, Visual Scripting, Lighting,
InDesign	8 years	Layout, Design, Tutorial creation, text formatting
Acrobat	8 years	PDF creation, Making docs print ready. PDF Tutorials
MS Office	17 years	PowerPoint presentations, Spreadsheets, writing
Camtasia/Movavi	5 years	Video capturing for tutorials
After Effects/Premiere	3 year	Basic Editing, basic compositing
CrazyBump	3Years	Normal Map Generation and clean up

SCHOOL HISTORY

Ex'pression College
>   Bachelors in Applied Science.

Platt College
>   Graduated with a Certificate in Computer Graphic Design.
>   Graduated with a Certificate in Graphic Design

San Francisco School of Art
>   Studied figure construction, design and graphic materials and art history

Academy of Art
>   Focused on color theory, water color painting, airbrushing and figure drawing

FIDM
>   Visual Presentation and set design

(Several) References are Available Upon Request
Curriculum examples are Available Upon Request