

# Tyler Garrison

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## Education

**SAVANNAH COLLEGE OF ART AND DESIGN** Savannah, Georgia

Bachelor of Fine Arts, Illustration, 2008

## Software & Skills

Adobe Flash, Illustrator, Photoshop, Dreamweaver

- Prop design, clean up, character rigging and minor animation in Flash
- Digital illustration with an attention to detail and an eye for humor
- Ability to work quickly and efficiently without sacrificing quality
- Strong sense of design with a foundation of artistic fundamentals and principles
- Understanding of HTML and CSS, web design standards and practices

## Experience

### **YO GABBA GABBA!**

Designed props, rigged characters, cleaned up and colored rough artwork and did minor animation in Flash for an animatic based on provided storyboards

### **SIX POINT HARNESS** *Flash Animation Intern and Prop Designer*

Designed props, rigged characters, did minor in-between animation and cleaned up rough artwork in Flash for Playtone's *Electric City* animated series

### **FIZZLE POP STUDIO** *Freelance Illustration*

Providing illustration services to a range of publications while meeting the creative needs and deadlines of the client

### **ROCKSTAR GAMES** *Illustrator & Screenshot/Video Capture Artist/Retoucher*

Captured in-game video and stills for marketing purposes in addition to designing props and characters for in-game animated sequences / Titles include *Red Dead Redemption*, *LA Noire* and *Grand Theft Auto V*

## Awards & Recognitions

- Work featured in Society of Illustrator's 52nd annual of American Illustration
- Accepted into the Society of Illustrator's 2008 Student Scholarship Competition
- Work featured in the American Illustration: 26 online gallery
- Combined Merit scholarship from Savannah College of Art and Design

## Clients

The Guardian  
London Times  
Air Tran GO Magazine

Tribal DDB  
Design Sensory  
Ink Publishing

Bark TV  
Metro Pulse  
Yo Gabba Gabba!

References available upon request.