

Tyler Fike

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Reliable team member with strong communication skills and ability to adjust work for various environments. Handles modifications, requests and feedback from colleagues, clients and vendors in efficient manner, understanding needs of all parties involved. Flexible in adapting work style to fit different projects and juggling multiple assignments within tight deadlines.

Skills

- Production Work
- Gameplay Development
- Substance Painter
- Photoshop
- Maya
- Process improvements
- Complex Problem-Solving
- Unreal Engine
- Substance Designer
- Blender
- Attention to detail

Work History

Analyst

National Carwash Solutions, Remote

September 2023 - November 2024

- Optimized customer experience by delivering superior services and effectively troubleshooting issues.
- Gathered, organized and input information into digital database.
- Collected, arranged, and input information into database system.
- Maintained database systems to track and analyze operational data.
- Developed effective improvement plans in alignment with goals and specifications.
- Devised and implemented processes and procedures to streamline operations.

Delivery Manager

Let's Entertain Maui

October 2019 - March 2024

- Trained drivers, helpers and support workers in techniques for maximizing efficiency.
- Supported customers via telephone, and at sites to handle escalations and product concerns.
- Coordinated delivery of contracted solutions at program level and in full accordance with outlined cost, scheduling and quality terms.
- Fielded customer questions and complaints and rectified issues.
- Supervised delivery staff and general productivity.
- Tracked production and quality control systems to proactively identify deficiencies.
- Conducted research to address shipping errors and packaging mistakes.
- Reduced worker accidents by implementing improved safety standards and monitoring procedures.

Education

Bachelor of Fine Arts in Game Design And Development May 2019

Savannah College of Art And Design, Savannah, GA

- AVG GPA 3.4 Major Studies GPA 3.8
- cum laude graduate
- Global Game Jam, 2019 - Duck Duck Home - I worked as the 3D modeler, texture artist, and world builder for our teams submission for the GGJ 2019 where our game trailer won the Crowd Pleaser Award for best reaction.
- I Tell Of Dreams, 2019- I was brought in by one of my peers and director of this project to help create the 3d environment for a robot's existential nightmare. I worked off given concept pieces, and compiled all of the models in Unreal Engine 4 before passing it off to a visual fx artist.
- Mulligan, 2019 - This was my senior year game project, where I worked with the same group over the course of 6 months to create a polished, well working game beta. I collaborated with my team to instill the project theme and general look development for a cohesive project. I worked primarily as the world builder, working with models made by teammates I would compile blueprints and assembling modular components to create a seamless, navigable environment.