

Software Skills Summary

Maya 2013, Zbrush 4.0, 3D Studio Max 2013, Adobe Premiere, Adobe After Effects, Painter, Adobe Flash, Adobe Illustrator, Adobe Photoshop, Unreal Engine, UDK Engine, Unity Game Engine, and Traditional Illustration

Experience

Cgsculpt.com|Geneva, IL.

Currently Freelancing

Freelance Artist

- Responsible for creating online tutorials for Zbrush training, while communicating with the subscribers to the service to address questions and issues

www.cgcookie.com

Digital Tutors|Oklahoma City, Oklahoma

Currently Freelancing

Freelance Artist

- Responsible for creating online tutorials for Zbrush training
- Responsible for creating online tutorials for Photoshop (Illustration) training

www.digitaltutors.com/

WMS Games|Chicago, IL

September 2012 -December

2013

Senior Artist Sept 8 –Dec 2013

- 2D Illustrator and asset designer
- 2D and 3D Animator
- Slot Game Design and Game World builder specialist

Adjunct Instructor| AI Online

January 2012 – Present

- Adjunct instructor for graphic design (Online) January 2012-Present
- Offering additional classroom support to online students
- Participating in faculty development and training
- Working with graphic design students and 3D students, to help translate 3D Design into print and web design

Foreverinteractive| Las Vegas, Nevada

Senior Art Director

June 12 –December 2012

- 2D Illustration supervisor
- 3D Character Lead and 3D Art technical director
- Overall responsible for working with other directors and creative on developing a cohesive creative look for several MMO titles.

Academy of Design and Technology | Chicago, IL

January 09 – October 2012

Game Design Program Chair

- Trained incoming adjunct faculty on software to use for the Game Design program
- Evaluates and restructures academics for the school's programs in efforts to strengthen the effectiveness of the curriculum.
- Originates and executes industry-related workshops to educate students and graduates
- Hosts portfolio shows featuring student work to professionals in the field
- Counsels students on course selections and current trends within the game industry
- Identifies retention issues and implements solutions as part of Persistence Team
- Represents and promotes the college at industry events, including Comicon
- Responsible for creating and teaching the Game Design curriculum, while fostering student development.
- Establishes curriculum for game coursework

Disney | Los Angeles, CA

January 2008 – 2009

Freelance Digital Illustrator

- Digital Freelance Illustrator for the Tinkerbell Series (Books)

Ashford University | Clinton, IA

March 2007 – 2009

2D/3D Animation Instructor

- Oversaw the establishment of the 2D/3D program for current and incoming students
- Instrumental in revitalization of animation program, including increasing enrollment by 900%
- Developed curriculum for animation and Illustration classes
- Acted as an Academic Advisor for students entering the animation and design program

The Marketing Store | Lombard, IL

July 2004 – October 2006

Concept Artist/Toy Designer

- Created new concepts for clients, including McDonalds, for new toys in Happy Meals
- Worked with clients such as Cartoon Network, Disney and others, on concepts for new toys and digital media
- Brainstormed with team of Concept Artists for new ideas
- Created storyboards and flash animation presentations for client demonstrations
- Presented concept ideas and marketing proposals to launch new campaigns for clients

Sock Puppet Studio | Hoffman Estates, IL

July 2003 – July 2004

Art Designer/ Concept Artist

- Managed storyboard creations and layouts for digital comic books
- Created concept art for digital comic books
- Translated old stories into new ideas by recreating characters, worlds, and artwork for future animations

Tyrus Goshay

4208 Swan Lane, Zion, IL 60099 • (847) 856-9434
Cyruse4@gmail.com • Website Portfolio: www.tgosketchillustration.com

Pasttree | Wood Dale, IL

November 2001 – April 2002

Intern Artist/Character Designer

- Designed and created, evolving characters for PC video games
- Character Artist and Environmental Artist (Concept)

Education

Ashford University - Clinton, IA

Masters of Arts – MALT

May 2009

The Illinois Institute of Art - Schaumburg

Certification in Advanced Design

December 2005

Bachelor of Fine Arts in Computer Animation & Multimedia

September 2002

Gnomon Online: Maya Training in Advanced Polygon Modeling | Training in Maya 2007-2009

Adobe Training Certification | Certification Training in Adobe Photoshop January 2006

The Illinois Institute of Art: Schaumburg | Certification in Advanced Design, Dec, 2005

Honors

McDonald's creative award Cars – 2005

Navy/Marine Corps Achievement Medal

McDonald's creativity award for Robosapien – 2006

Marine Corps – Graduate with Honors

Meritorious Promotion x 3 - Marine Corps

Chicago All City Artist 1st place, 1995 Good Conduct Medal

Illustration Honors

Penny and The Magic Puffballs (Illustrator) was recently listed in in 2014 the top 30 African American Illustrated books of all times.

Professional Affiliations

Illinois Institute of Art | PAC Member

November 2006 – August 2009

- Advise and contribute to the organization and provide information to assist with ongoing improvements in the art program

Certifications

- Adobe Photoshop
 - Gnomon Online 3D Modeling
 - Gnomon Online 3D Animation
 - Advanced Graphic Design Certificate from the Illinois Institute of Art
 - *Currently applying to become a certified Zbrush instructor
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Published Work

Online Tutorials –Digital Tutors

- Integrating 3D Renders into 2D Art in Photoshop
- Creating a Prehistoric Creature Bust in ZBrush and Photoshop
- Illustrating a Vintage Horror Film Poster in Photoshop and ZBrush

Online Tutorials-Cgcookie

- Introduction to Zbrush-Quick Sculpting
- Hard Surface Modeling 101

Books

- Penny and The Magic Puffballs
 - Footprints in the Sky
 - The Ugly Duckling
 - Disney Fairies Series Book 1-4
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