

**Tonya Lyle**  
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Over 11 years work in the gaming industry, 8 of those years specializing in keyframed character animation. I have enjoyed working on computer and console game platforms. For the past 4 years I have worked in Autodesk 3DSMax using Perforce and ArenaNet's proprietary tools. I am currently using Autodesk Maya for personal projects.

## SKILLS

- Very accomplished at keyframe animation.
- Skilled at building skeleton, weighting model, create own rigs, and animate finished character.
- Have spent many years honing skills on in-game animations (i.e. walks, runs, attacks, deaths, etc.) which work within the constraints of the engine and design.
- Enjoy animating for cinemas.
- Have also helped out with lighting, modeling, and texturing.

## WORK EXPERIENCE

Character Animator,

**ArenaNet**, Bellevue, WA September 2003 to August 2007.

*Guild Wars* (pub. 2005), *Guild Wars: Factions* (pub. 2006), *Guild Wars: Nightfall* (pub. 2006), and *Guild Wars: Eye of the North* (pub. 2007). Game animation for the monsters, the NPC's and some of the emotes for the main characters. Took geometry, built skeleton, weighted model, and then animated the full set of animations needed. For each character assigned, I was in charge of coming up with the behavior of its motion by working closely with the modelers, designers and programmers. Worked in 3D Max and used Perforce.

Character Animator,

**Surreal Software**, Seattle, WA March 2000 to August 2002.

*Drakan II: The Ancients' Gates* (pub. 2002) and *The Lord of the Rings: The Fellowship of the Ring* (pub. 2002) Character game animation for the main character and the NPC's depending on what was needed at the time. Also, worked on the un-published game, *Gunslinger*. All are Playstation 2 titles. Worked in Maya and Softimage.

Lead Character Animator,

**Valkyrie Studios, Inc.**, Palatine, IL June 1998 to June 1999.

Worked in Maya to animate and render out characters for Valkyrie's game *Septerra Core* (pub. 1999) Used their proprietary software to organize and enter work into the game, also learned game scripting to develop levels in the game.

3D Animator/Artist,

**F.A.S.A.**, Chicago, IL September 1995 to June 1998.

Worked on *MechCommander* (pub. 1998) as a 3D animator/modeler/texturer. Created the animations for the sprites and also, one of four 3D artists that created the opening cinema and several other short cinemas for this game. Also worked on *Shadowrun* and *Mech Warrior III* (pub. 1999.) Used Alias, Photoshop, Lightwave, and Softimage software.

3D Animator/Artist,

**Kinesoft**, Arlington Heights, IL April 1995 to September 1995.

While working here created flying logos and worked on the game *Knight Moves* (pub. 1995.) Created an "Exodus" logo that shipped with the Windows 95 games *Earthworm Jim* (pub. 1995) and *Pitfall Harry* (pub. 1995.) Used Lightwave, Photoshop and Truespace.

3D Artist,

**Imagination Pilots**, Chicago, IL April 1994 to April 1995.

Created 2D and 3D graphics and animations for the interactive CD ROM entertainment games *Blown Away* (pub. 1994) and *Panic in the Park* (pub. 1995) using 3D studio, Dpaint, Photoshop, and Fractal Design Painter.

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## **EDUCATION**

**B.A. from Columbia College**, Chicago, IL  
Major in Computer Animation 1991 to 1994

**Northern Illinois University**, DeKalb, IL  
Major in Graphic Design 1990

**A.A. from Kishwaukee College**, Malta, IL  
Major in Fine Arts 1988 to 1990

**REFERENCES UPON REQUEST**