

TYLER SWIER

I design moments players feel.

tyler-swier.work

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Austin, Texas

Experience

Level Designer · Riftbound Studios — New York 2021 – 2023

- Owned the full level design pipeline from scratch including 2D layout, in-engine build, player testing, and iteration.
- Ran play testing sessions and solidified design changes from player feedback.
- Managed a team of environment artists by reviewing and approving all assets entering production.
- Bridged design and art direction using game art background, ensuring spatial and visual coherence throughout each level.

Environment Artist · Axonos — Remote 2023 – 2024

- Delivered production-ready 3D airport models. Both for Flight Simulator 2020 and X-Plane 12 simultaneously under a one-month deadline.
- Built all models and textures to engine spec, differentiating the technical requirements across two platforms.

3D Artist · Duggal — New York 2017

- Produced accurate 3D models of furniture from reference photography for an online retail catalog.

Projects

Alpha Base · Halo Engine 2025 – Now

- Single player level in active development. Built around environmental pacing and spatial storytelling to guide player towards objectives.
- Iterating on layout and scripted events to refine the moment-to-moment feel.
- Currently in the first round of playtests.

Abandoned · Halo Engine 2023

- Multiplayer map built entirely from scratch including layout, models, textures, and materials.
- Received consistent positive feedback across multiple play test sessions.

Sol Spaceliner · Unreal Engine 5 2024

- Environment showcase featuring ray tracing. All design, layout, and environment art created independently.

Skills

Engines

Unreal Engine 3 / 4 / 5
Unity · Godot
Halo Engine (HSC / Lisp)

Level Design

Single-player linear
Multiplayer layout
Design documentation

Art & 3D

Blender · Maya
Substance Suite
Affinity · Inkscape

Scripting

C++ · C# · GDScript
Python · HSC

Education

B.S. Game Art · Full Sail University, Orlando FL 2014 – 2016

- Graduation Awards : Assembly And Lighting · Portfolio Art

Language Korean — Intermediate
English — Native