

TYLER PORTEN

tylerporten.com
tylerporten@gmail.com
(609) 903-2183

SKILLS

HCI

User-Centered Design
Responsive Web Design
Mobile Application Design
Interaction Design
Service Design
Lo-fi & Hi-fi Prototyping
Wireframing and Mockups
Contextual Inquiry
A/B Testing
Affinity Diagramming
Heuristic Evaluation
Usability Testing

Coding

HTML5/CSS3/Javascript
Origami/Framer.js
MXML/ActionScript
MEL/Python for Maya
C# for Unity

Animation & Visual Design

3D Modeling & Sculpting
3D Rigging & Animation
3D Texturing & Dynamics
2D Animation
Motion Graphics
VFX Compositing
Storyboarding & Composition
Graphic Design & Illustration
Typography
Color Theory

SOFTWARE

Adobe Creative Suite CC
Sketch
Flinto/Invision
Autodesk Maya
ZBrush
Cinema 4D
Unity 3D
Game Maker: Studio
Processing/Arduino
Ableton Live/Logic Pro
Reason/Pro Tools

LANGUAGE

English
Japanese

EDUCATION

Carnegie Mellon University | December 2015
Masters of Human-Computer Interaction

Carnegie Mellon University | May 2015
Bachelor of Human-Computer Interaction
Bachelor of Humanities and Arts Degree Program,
Concentrations in Art and Japanese
GPA 3.91/4.00 Dean's List (All Semesters)

International Christian University | Summer 2013
Study Abroad in Tokyo, Japan

WORK EXPERIENCE

PNC Financial Services

UX Design Lead | January 2015—August 2015

Collaborate with interdisciplinary team on treasury management application redesign. Conduct user research, including user interviews, contextual inquiries, heuristic evaluations. Iterative prototyping for iOS application, including wireframes, mockups, and interactive HTML prototypes.

Disney Research

Lab Associate | May 2014—May 2015

Sculpt high-poly 3D models, retopologize, rig, and animate 3D characters for interactive game engine. Create 3D dynamic effects such as fireworks, rain, fluids, and sparks for animated film. Produce 2D computer and frame animation for various research projects. Video and sound editing for conference submissions.

Capstone Project on Interactive Japanese Graphic Novel
Project Manager and Lead Visual Artist | August 2014—May 2015

Ideate for game design and collaborate with developers, writers, voice actors, and musicians to create an interactive story for the PlayStation Vita. Develop story, character designs, and UI layouts. Design and animate Japanese language graphic novel and UI elements.

HONORS & AWARDS

Animated Films selected for screening at KLIK! Amsterdam | 2014
Humanities Scholars Program, Dietrich College | 2011—2015
Phi Beta Kappa | 2014
Frank-Ratchye Fund for Arts @ the Frontier Grant | 2014—2015
CMU Scholarships funding Study Abroad in Japan | 2013

ACTIVITIES & LEADERSHIP EXPERIENCE

CMU Disciplinary and Academic Review Board Member | 2012—2015
CMU Dietrich Student Advisory Council Member | 2012—2015
CMU Japanese Student Association, Board of Directors | 2013
CMU Odyssey Program Participant | 2013
CMU Emergency Medical Service Member | 2011—2012