



Flynn Tierney

Environment Artist

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Artstation [Artstation.com/flynnot](https://www.artstation.com/flynnot)

About

I am a recent Gnomon Graduate, trained in 3D digital production for entertainment. Specializing in Environment Creation for games, I strive to help teams create striking visuals, build new worlds, and tell immersive stories.

Experience

Sales Associate - Virgo Vintage, Los Angeles (June 2020-Sep 2020)

Mathematics Tutor - Freelance, Los Angeles (June 2019 - Aug 2020)

Achievements

Rookies Awards - Rookies Finalist, 3D animation 2024

Rookies Awards - Rookies Excellence Award 2024

Rookies Awards - Rookies Draft Selection 2024

Gnomon Annual Student Gallery - Gnomon gallery work displayed 2024

Gnomon Annual Reel - 2024

Gnomon Best of Term - Environment Interior, Fall 2023

Gnomon Best of Term - Hardsurface Props, Winter 2023

Education

University of California Irvine - B.A. Economics (2018-2022)

Gnomon School of Visual Effects - Certificate in Digital Production, Game Art (2022-2024)

Skills

Quick to learn - adaptable to new tools and technologies quickly.

Self-motivated - Requires minimal direction, can carry on the vision for the level until completion.

Team-player attitude - flexible with new ideas, being open to direction and any changes

Attention for detail - a passion for creating compelling and lifelike environments full of storytelling.

Provides feedback - able to give perspective on improving assets made by other artists

Software

Maya

Unreal Engine

Blender

Adobe Substance

Mari

Houdini

Zbrush

Creative Cloud

Suite

Nuke

Davinci Resolve