



TYLER LEE

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## RNNR

My goal was to create a 2D platformer style game with a looping level mechanic. This game called RnnR would be made in a retro looking art style and have the player controlling the jumping of a character (also called the RnnR), who is infinitely automatically running until they hit an obstacle. The goal for the player is to time the jumps just right in order to avoid obstacles and reach the end of the level, thus looping them back to the beginning as many times as they can. My roles in this project were as the illustrator, animator, level designer, concept designer, UX/UI designer, character designer, and game designer. Though this is a finished project, I plan to see what else I can add to the game in order to make it more challenging and interesting.

[Download and play the game here.](#)









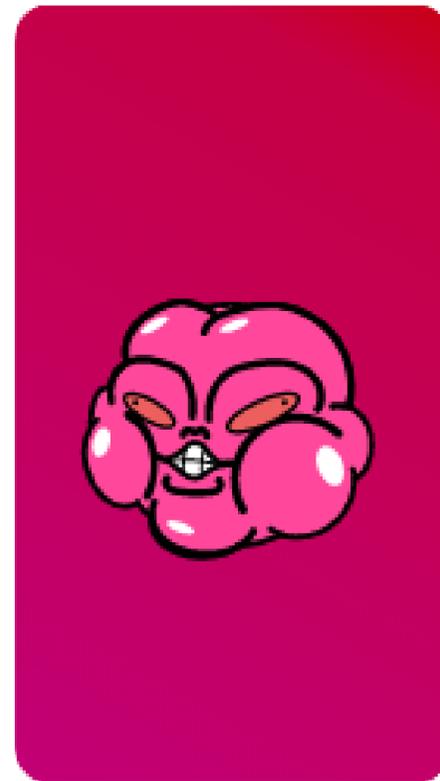
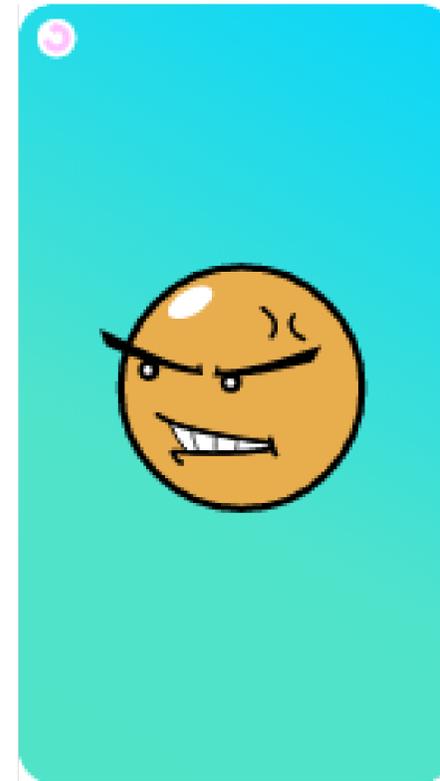
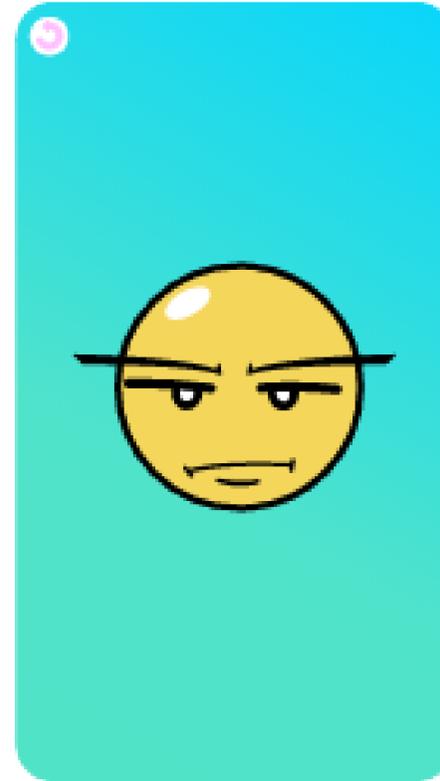
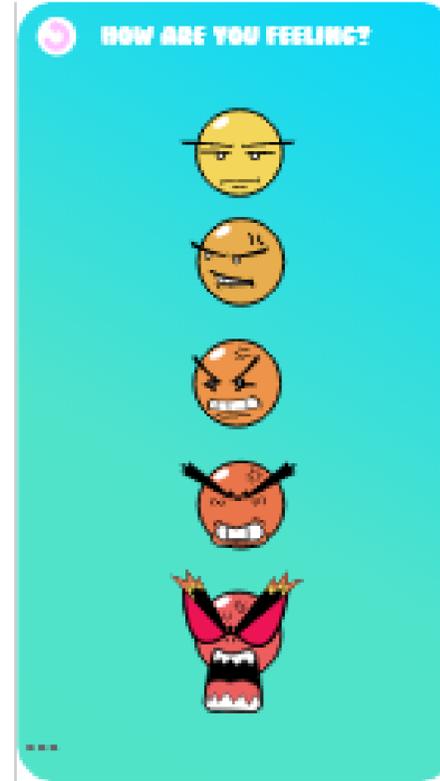
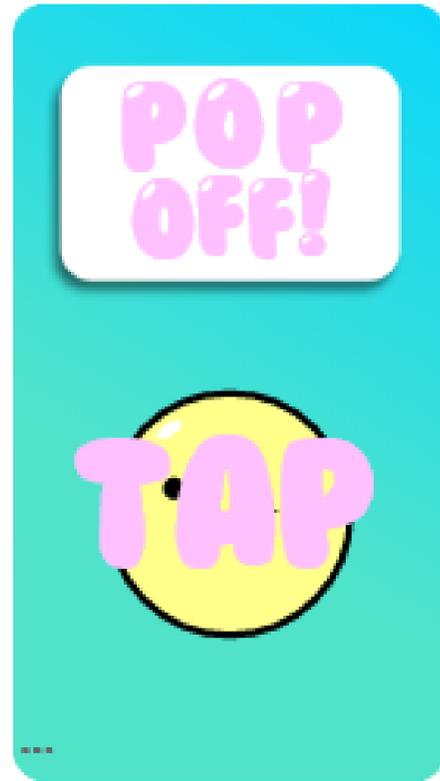




## POP OFF! APP

My goal was to create an app for relieving stress and frustration. The app would be called POP OFF! and feature a theme around gumballs. The main screen of the app depicts five different gumballs, with each one having a progressively more angry expression on its face. The user would choose the face that visually matches their level of stress or frustration and then taken to a screen with just that face floating and twitching. From this screen, the user would let out their frustration by rapidly tapping the gumball until it pops, which should give a sense of relief to the user. Each gumball takes a higher number of taps to pop in relation to the level of anger depicted on its face. My roles in this project were as the animator, concept designer, illustrator, layout designer, and UX/UI designer. The results of this project were fairly good, though in order to truly know if the app works as intended, I would have to have a larger test audience.

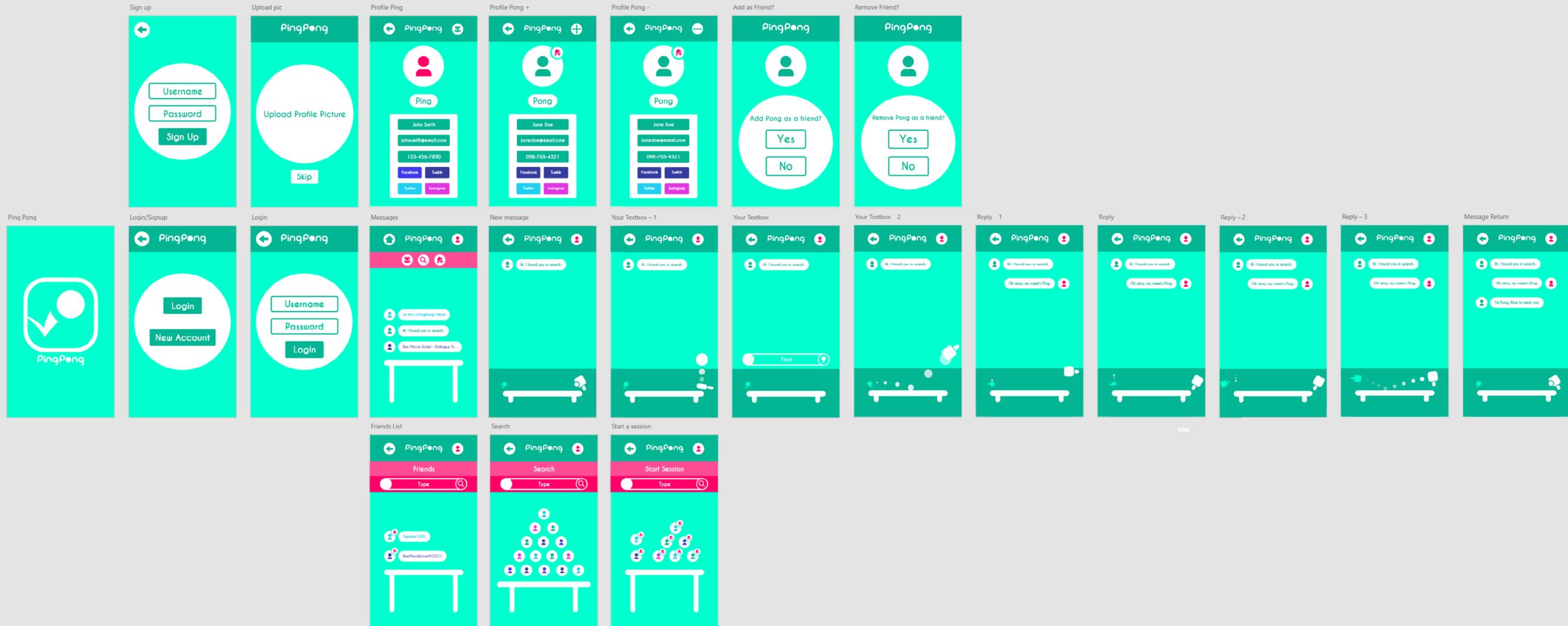
[Try out the app here.](#)



## PING PONG MESSENGER APP

My goal was to create a third party messaging app called Ping Pong. The app would feature ping pong ball iconography and a form of minigame where the people sending messages back and forth would see a small game of ping pong being played with each sent message hitting a ball between the two conversing. One would create a username and password for login in and would later connect their account to an email or social media account in their settings. My roles in this project were as the concept designer, illustrator, layout designer, UX/UI designer, and animator. The results of this project were good, though I plan on developing the project further by fleshing it out more and fine tuning animations and features.

[Try out the app here.](#)



## NEA BAPTIST HOSPITAL SIGNAGE

The following was a project for NEA Baptist Hospital in Jonesboro, Arkansas. The goal given to me by their design department was to make various posters, fliers, and signage for the hospital. My roles in this project were as the designer, layout designer, typographer, and illustrator. I made most of the illustrated elements from scratch and used any premade graphics and elements provided to me by the client. Each design was well received. One even won an in-house poster competition, which rewarded the design department with a steak dinner.

**HYPERTENSION**  
AFFECTS YOUR WHOLE BODY

DEPRESSION & ANXIETY

STROKE

HEART DISEASE

KIDNEY DISEASE

LOSS OF VISION

BONE LOSS

SEXUAL PROBLEMS

NEA BAPTIST

NEA BAPTIST SAFETY CODES				
<b>CODE RED</b>	<b>CODE BLUE</b>	<b>CODE BLUE LILY</b>	<b>CODE PINK</b>	
<b>Description:</b> Fire	<b>Description:</b> Resuscitation	<b>Description:</b> Lockdown Interventions for a Child	<b>Description:</b> Infant Abduction	
<b>Incoming Source:</b> Alarm Panel / Red Phone / Main Phone	<b>Incoming Source:</b> Code Phone or Red Phone	<b>Incoming Source:</b> Red Phone / Main Phone	<b>Incoming Source:</b> Red Phone / Main Phone	
<b>What To Do:</b> Silence Alarm on Panel & Call Code	<b>What To Do:</b> Silence Alarm & Call Code	<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	
<b>Outgoing Source:</b> Clinic: BLACK MIC Hospital: Main Phone to Hospital Cancer Center: 2 Calls - Cancer Ctr / Hospital & Admin Building	<b>Outgoing Source:</b> Hospital: Main Phone Clinic: Black MIC	<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Black MIC	
<b>What To Say:</b> "CODE RED - [read location directly from wall panel]" EX	<b>What To Say:</b> "CODE BLUE - [read location directly from code phone]" EX	<b>What To Say:</b> "CODE BLUE LILY - (location)" EX	<b>What To Say:</b> "CODE PINK - (location & description if any)" EX	
<b>CODE ADAM</b>	<b>CODE PURPLE</b>	<b>CODE FREEZE</b>	<b>CODE BROWN</b>	
<b>Description:</b> Missing Adolescent (18 Months to 17 Years)	<b>Description:</b> Equipment (Usually an Elevator, Disabled)	<b>Description:</b> Workplace Violence Control of Person	<b>Description:</b> Bomb Threat	
<b>Incoming Source:</b> Red Phone / Main Phone	<b>Incoming Source:</b> Red Phone / Main Phone	<b>Incoming Source:</b> Red Phone / Main Phone	<b>Incoming Source:</b> Main Phone / Red Phone	
<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	
<b>Outgoing Source:</b> Black MIC	<b>Outgoing Source:</b> Black MIC	<b>Outgoing Source:</b> Black MIC	<b>Outgoing Source:</b> Black MIC	
<b>What To Say:</b> "CODE ADAM - (location & description if any)" EX	<b>What To Say:</b> "CODE PURPLE - (description of patient)" EX	<b>What To Say:</b> "CODE FREEZE in effect for (location)" EX	<b>What To Say:</b> "CODE BROWN is now in effect for all areas" or (if more specific info is known) "CODE BROWN is now in effect for (location)" EX	
<b>CODE SILVER</b>	<b>CODE POWDER</b>	<b>Assistance Team</b>	<b>CODE GREY - Tornado Watch</b>	
<b>Description:</b> Active Shooter	<b>Description:</b> Situation Requiring Patient Decontamination	<b>Description:</b> Out of Control Person without Weapon	<b>Description:</b> Tornado Watch	
<b>Incoming Source:</b> Red Phone / Main Phone	<b>Incoming Source:</b> Red Phone / Main Phone	<b>Incoming Source:</b> Red Phone / Main Phone	<b>Incoming Source:</b> Main Phone / Red Phone from House Supervisor or Safety Officer	
<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	
<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Black MIC	
<b>What To Say:</b> "CODE SILVER Active Shooter in (location)" EX	<b>What To Say:</b> "CODE POWDER" EX	<b>What To Say:</b> "Attention all personnel, Assistance Team needed at (location)" EX	<b>What To Say:</b> "Attention all personnel, CODE GREY - TORNADO WATCH is in effect until (time)" EX	
<b>CODE GREY - Tornado Warning</b>	<b>CODE D-Standby</b>	<b>CODE D</b>	<b>Medical Response Team</b>	
<b>Description:</b> Tornado Warning - When a Tornado is a Direct Threat to the Facility	<b>Description:</b> Disaster Preparation When Disaster can be Handled with Present Staff	<b>Description:</b> Disaster Patients Arriving and Extra Staff Need to be Called In	<b>Description:</b> Person in Need of Medical Assistance	
<b>Incoming Source:</b> Main Phone / Red Phone from House Supervisor or Safety Officer	<b>Incoming Source:</b> Main Phone / Red Phone from House Supervisor or Safety Officer	<b>Incoming Source:</b> Main Phone / Red Phone from House Supervisor or Safety Officer	<b>Incoming Source:</b> Main Phone	
<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	<b>What To Do:</b> Call Code	
<b>Outgoing Source:</b> Black MIC	<b>Outgoing Source:</b> Black MIC	<b>Outgoing Source:</b> Black MIC	<b>Outgoing Source:</b> Black MIC	
<b>What To Say:</b> "Attention all personnel, CODE GREY - TORNADO WARNING is in effect until (time)" EX	<b>What To Say:</b> "Attention all personnel, CODE 'D'-STANDBY is now in effect" EX	<b>What To Say:</b> "Attention all personnel, CODE 'D' is now in effect" EX	<b>What To Say:</b> "Medical Response to (location)" EX	
<b>CODE BRAVO</b>	<b>CODE ALPHA</b>	<b>CODE STEMI</b>	<b>Stroke Protocol</b>	<b>All Clear</b>
<b>Description:</b> Repeatable Major Trauma Arrival	<b>Description:</b> Trauma Patient in the Emergency Department	<b>Description:</b> Heart Attack in Cath Lab	<b>Description:</b> Potential stroke in ED	<b>Description:</b> Return to Normal Operations after an Alert Condition
<b>Incoming Source:</b> Code Phone	<b>Incoming Source:</b> Code Phone	<b>Incoming Source:</b> Code Phone	<b>Incoming Source:</b> Code Phone	<b>Incoming Source:</b> Main Phone
<b>What To Do:</b> Silence Alarm & Call Code	<b>What To Do:</b> Silence Alarm & Call Code	<b>What To Do:</b> Silence Alarm & Call Code	<b>What To Do:</b> Silence Alarm & Call Code	<b>What To Do:</b> Call Code
<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Main Phone	<b>Outgoing Source:</b> Announce whenever original Code was called
<b>What To Say:</b> "BRAVO Standby ER" EX	<b>What To Say:</b> "Code ALPHA ER" EX	<b>What To Say:</b> "Code STEMI in (location)" EX	<b>What To Say:</b> "Stroke Protocol ED" EX	<b>What To Say:</b> "Attention all personnel, CODE Code or letter of Code is ALL CLEAR" EX

# Ask Me About Our Handwashing



NEABAPTIST. 

## Post Fall Protocol Guidance Sheet

### Immediate Response for Patient Fall: Contact Security at 936-7433

#### Basic life support and reassurance to patient

- Check for ongoing danger e.g. wet floors, electricity, obstructions
- Check if patient is responsive
- Check patient's airways, breathing and circulation

#### Check for Injuries

- If no apparent injury, assist patient to bed / chair via appropriate means.
- If patient can get off the floor independently, then allow them to.
- If head trauma and / or fracture is apparent or suspected - notify ER and / or security.
  - \* Signs of head trauma: conduct neurological observations - transfer to ER if unstable.
- Suspected limb fracture - call ED for assistance if necessary, make patient comfortable on floor. Do not move patient.
- Suspected upper limb fracture - immobilize limb, return patient to bed / chair, transfer to ED.
- Check signs of other injuries e.g. bruising, laceration, swelling, abrasion, and record.

#### Baseline Observations

- Check any record of symptoms of nausea, confusion, drowsiness, delirium, agitation.
- Perform appropriate measurements e.g. pulse, blood pressure, temperature, oxygen saturation.

#### Make Safe Any Environmental Hazards

- Remove or minimize environmental hazard(s) if any contributed to the fall.
- If the hazard can't be removed directly ensure necessary warning is implemented that no other person will be at risk.

#### Monitor the Patient

- Observe the patient for any health related complications.
- Some injuries may not seem apparent at the time of the fall - ensure patient is checked regularly.
- Complete Post Fall Huddle Tool (found on NEA Connect under Documents).

#### Incident Form

- Complete the NEA EOR according to risk policy.
- Determine how and why the patient fell and record the circumstances:
  - \* Date, time and location e.g. ward, treatment room, outside.
  - \* Cause of the fall e.g. slip / trip, blackout and activity at time of fall e.g. walking, transferring.
  - \* Where patient fell e.g. from bed, chair, toilet, corridor.
  - \* Other contributing factors e.g. toileting related, mobility aids, etc.
- Contact Cindy Good for EOR Follow up if necessary.

#### Inform Relevant Contacts

- Inform the patient's relatives where appropriate, and inform and involve them in any actions planned to reduce the risk of further falls.
- Inform MDT as relevant.

#### Additional Recommendations

- When a patient is falling or sliding from bed or chair:
  - \* If possible, position yourself in such a manner that you support the patient's weight as you assist them to floor.
  - \* Do not try to prevent the fall by grabbing the patient.
  - \* Do not grab the patient by the arm to lift them back into the bed or chair.
- Call for assistance where possible.
- Ask for advice from other wards if patients are recurrent fallers or situations are difficult to manage.

NEA BAPTIST 

## Colorectal Cancer

**One in 22 men and one in 24 women will be diagnosed with colorectal cancer in their lifetime. In the United States, colorectal cancer is the third leading cause of cancer-related deaths in men and in women, and the second most common cause of cancer deaths when men and women are combined.**

Cancer starts when cells in the body start to grow out of control. Cells in nearly any part of the body can become cancer, and can spread to other areas of the body.

Most colorectal cancers start as a growth on the inner lining of the colon or rectum. These growths are called polyps. Some types of polyps can change into cancer over time, but not all polyps become cancer.

If cancer forms in a polyp, it can grow into the wall of the colon or rectum over time.

When cancer cells are in the wall, they can then grow into blood vessels or lymph vessels (tiny channels that carry away waste and fluid). From there, they can travel to nearby lymph nodes or to distant parts of the body.

The stage (extent of spread) of a colorectal cancer depends on how deeply it grows into the wall and if it has spread outside the colon or rectum.

Regular colorectal cancer screening can often find colorectal cancer early, when it's small, hasn't spread, and might be easier to treat. Regular screening can even prevent colorectal cancer. With screening, doctors can find and remove polyps before they have the chance to turn into cancer.

The American Cancer Society recommends that people at average risk of colorectal cancer start regular screening at age 45. There are several different screening options available: Fecal immunochemical test (FIT) and guaiac-based fecal occult blood test (gFOBT), Stool DNA testing, Colonoscopy, CT colonography, and Flexible sigmoidoscopy. Your doctor can speak to you about which test is right for you.

If a person chooses to be screened with a test other than colonoscopy, any abnormal test result should be followed up with colonoscopy.



NEA BAPTIST 

Get Better.

## DON'T BE A D\*ICK

The following was a personal project I did for myself. My goal was to create a children's story book that features a story based off of the lyrics of a song of my choice. I decided the art style should be similar to that of 1930s cartoons, which were often times dark and violent. The song I chose was "Don't Be A Dick" by Bowling for Soup. I made these choices because I wanted my book to have a similar tone to the book "Go the F\*\*k to Sleep" by Adam Mansbach. My roles in this project were as the illustrator, storyboarder, concept designer, and researcher.

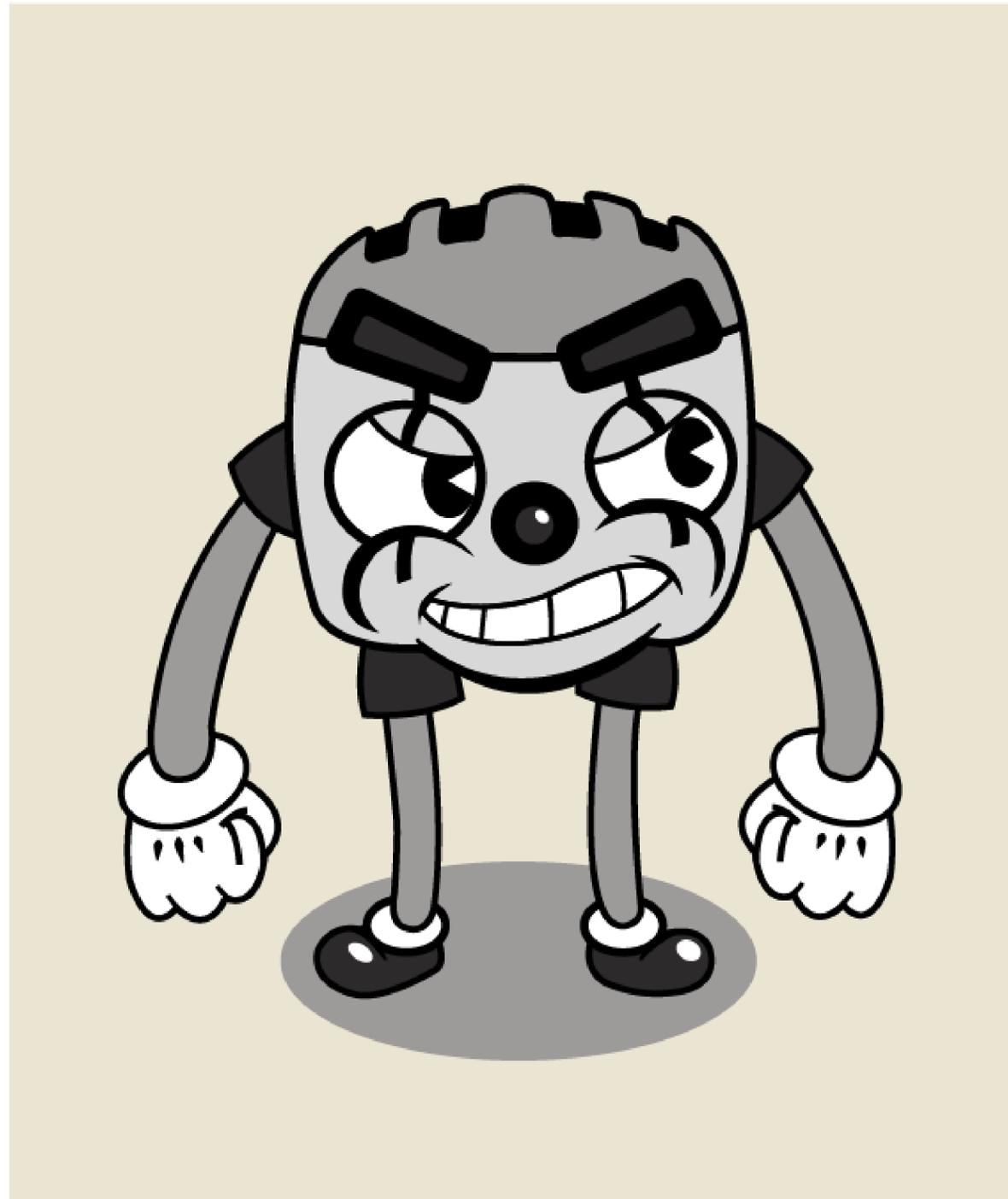
[Read the book digitally here.](#)

DON'T BE A  
D\*CK!



T. Lee 

Back Cover



Front Cover



DON'T BE A  
D\*CK!

Song By: Bowling For Soup  
Illustrated By: Tyler Lee

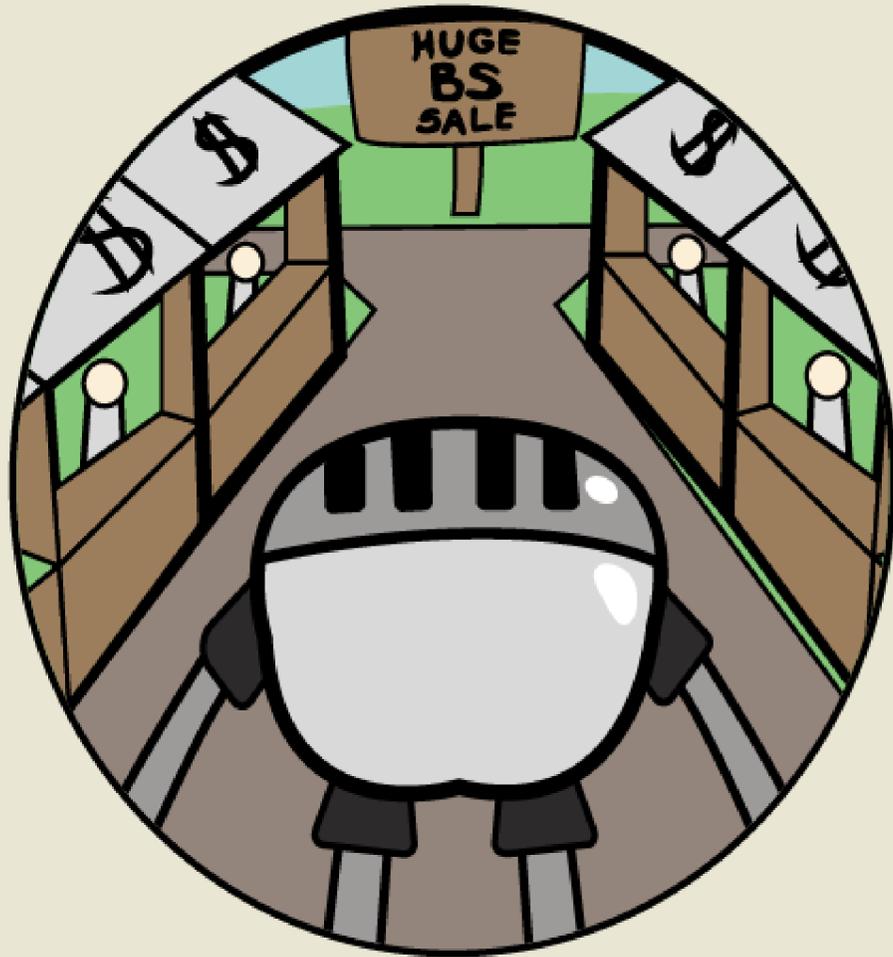


Whatever happened to chivalry?



When did it all break down?

Seems like everyone's selling their



bullsh\*t in this town.

Whatever happened  
to loyalty?

Nobody's got  
your back.

Is it your friends or



is it your enemies on  
the attack?

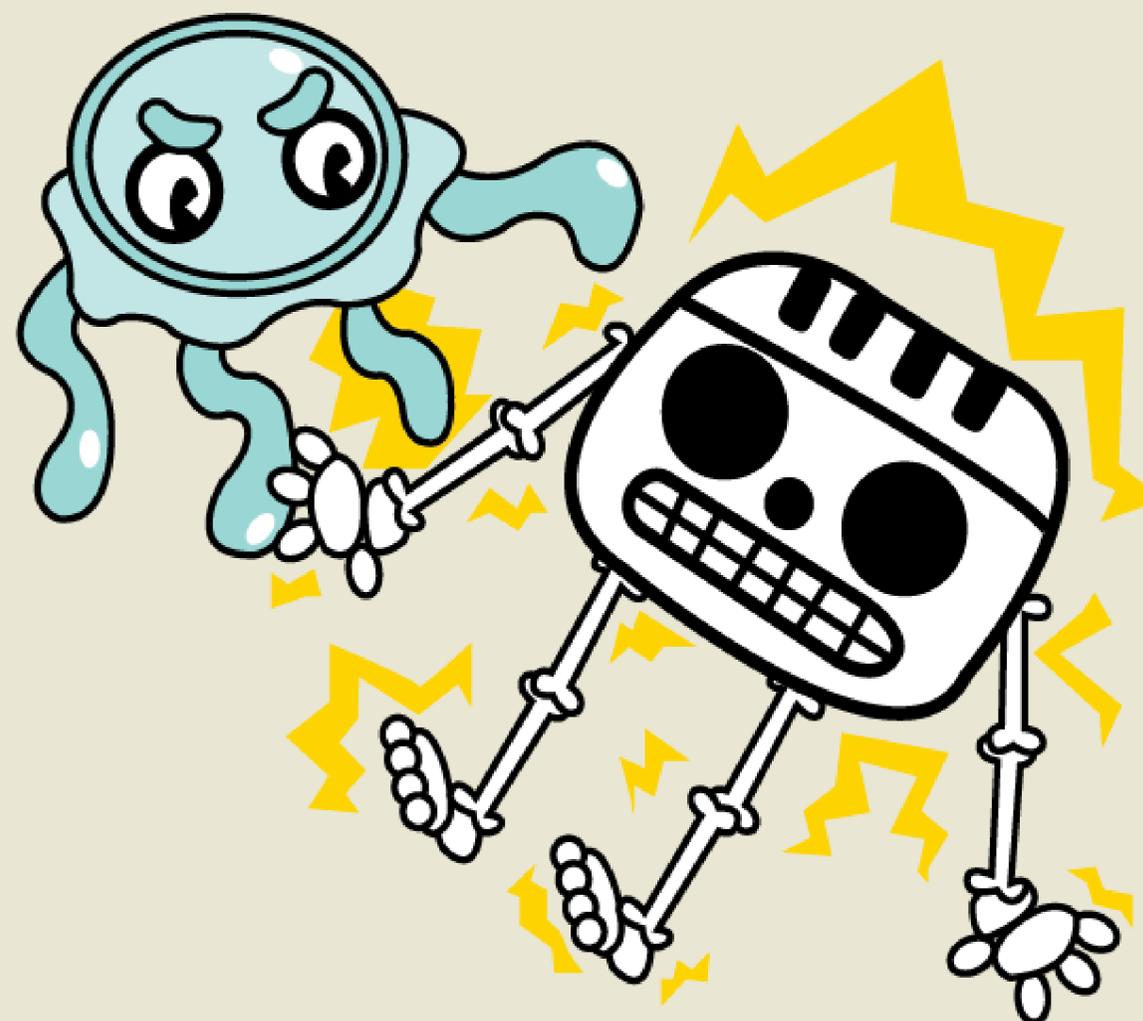
Everybody  
wants to be  
something  
they're not  
and have sh\*t  
they ain't got.

DON'T BE A



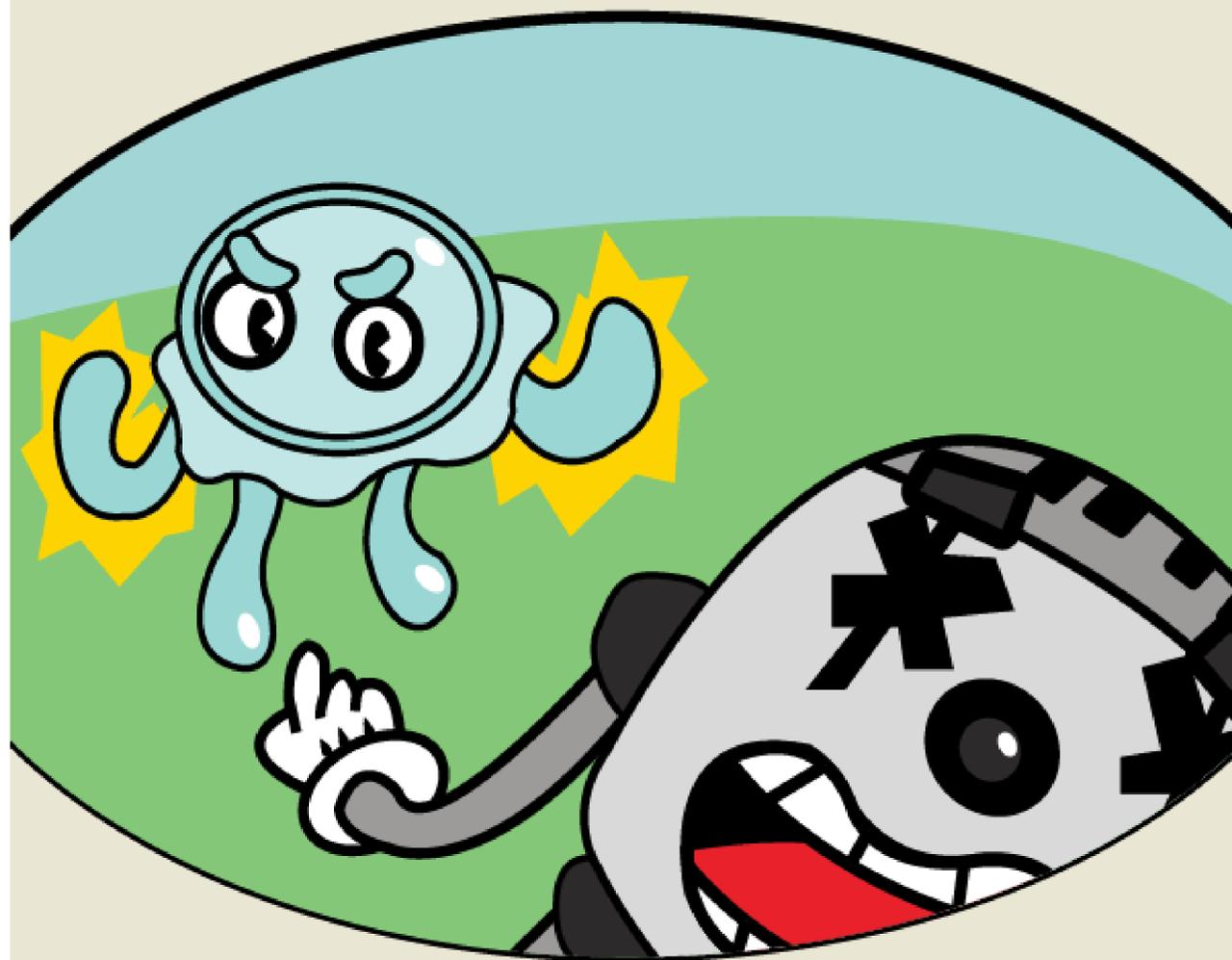
D\*CK!

DON'T BE AN



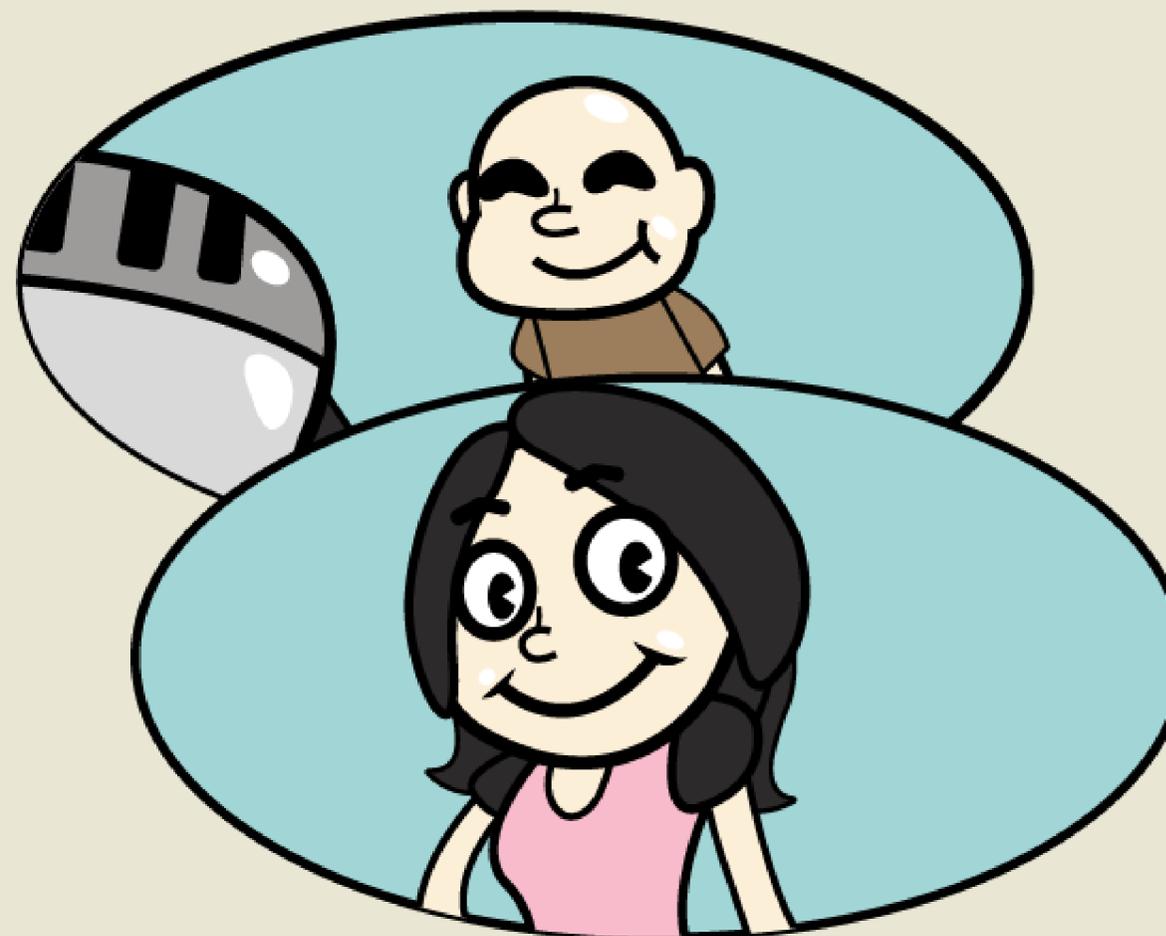
\*sshole!

Just be nice



You don't have to be that guy

Show some respect



Just be a person

Love one another.



You don't need a reason why.

DON'T BE A



D\*CK!

What the f\*ck  
is the problem  
with people living  
the truth?

Tell me what  
somebody's happiness



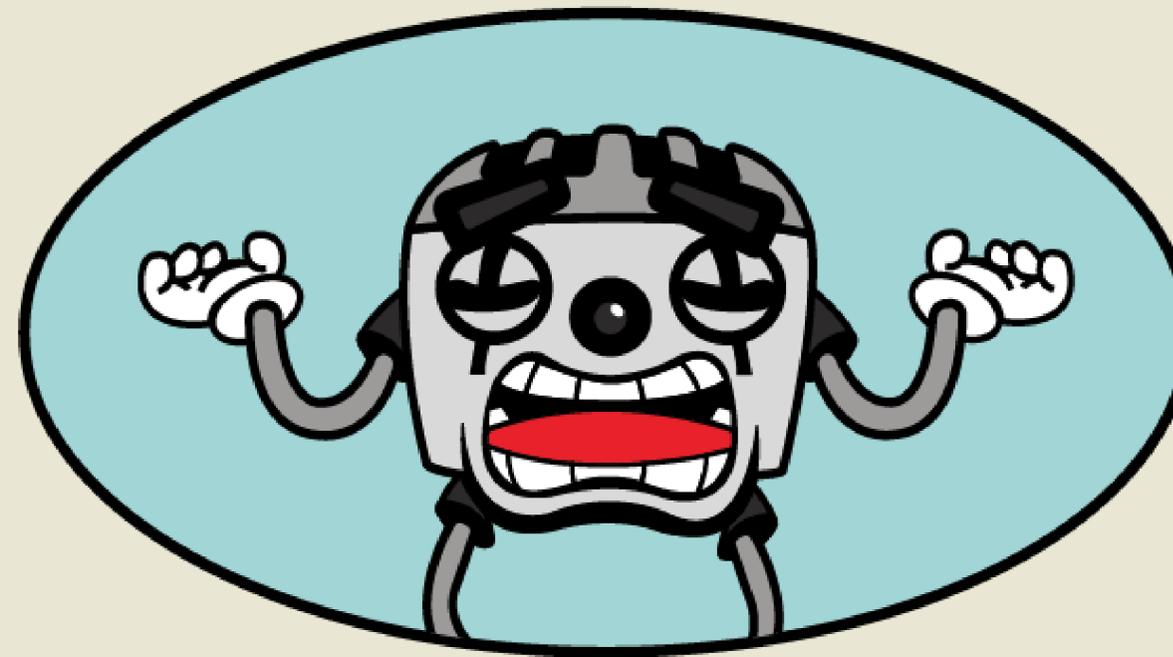
has to do with you?

What is the obsession



with always being right?

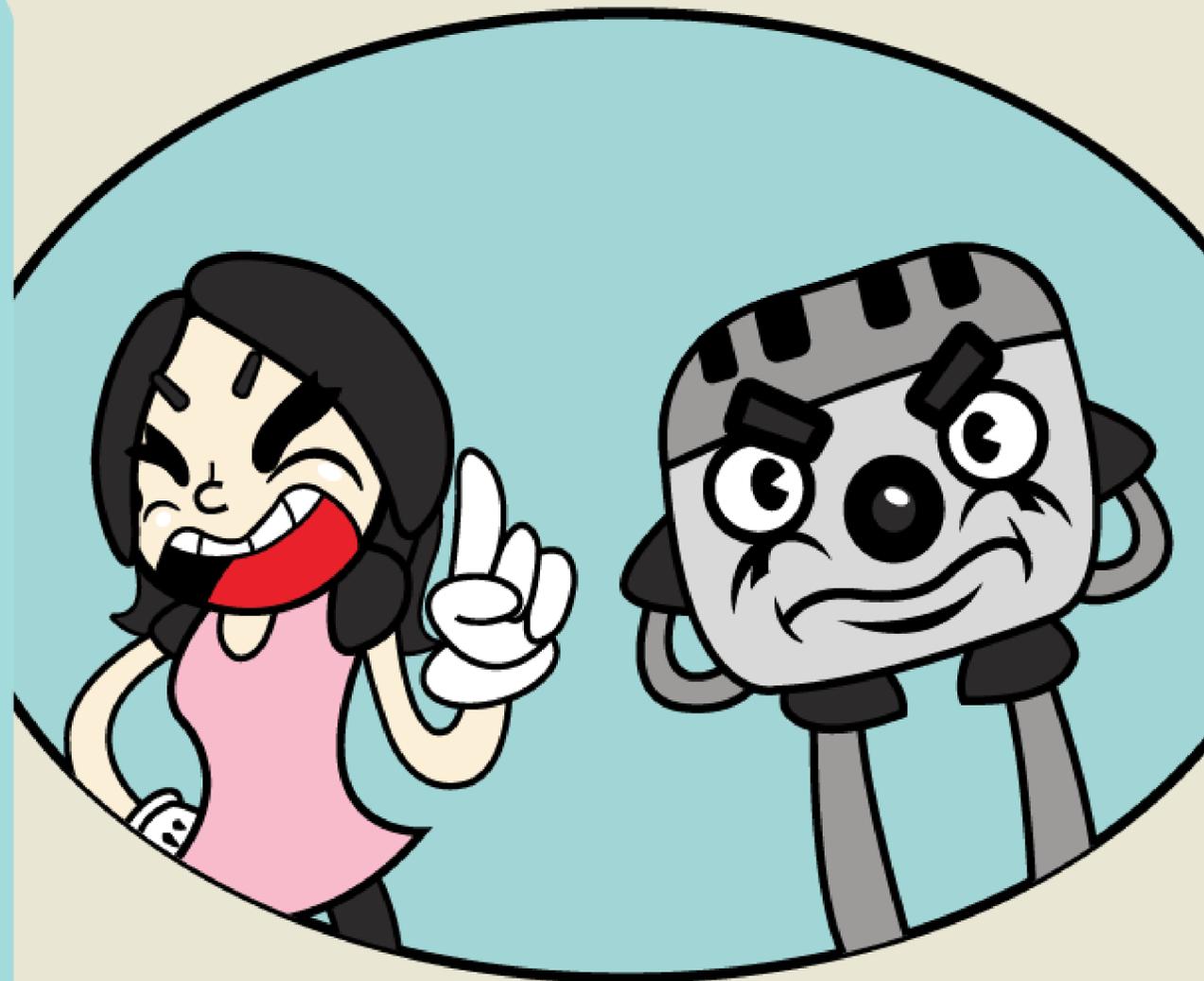
It's not always win or lose,



it's not black or white.

DON'T BE A

Nobody seems to  
have it figured out  
just yet, it's not  
that hard to get.



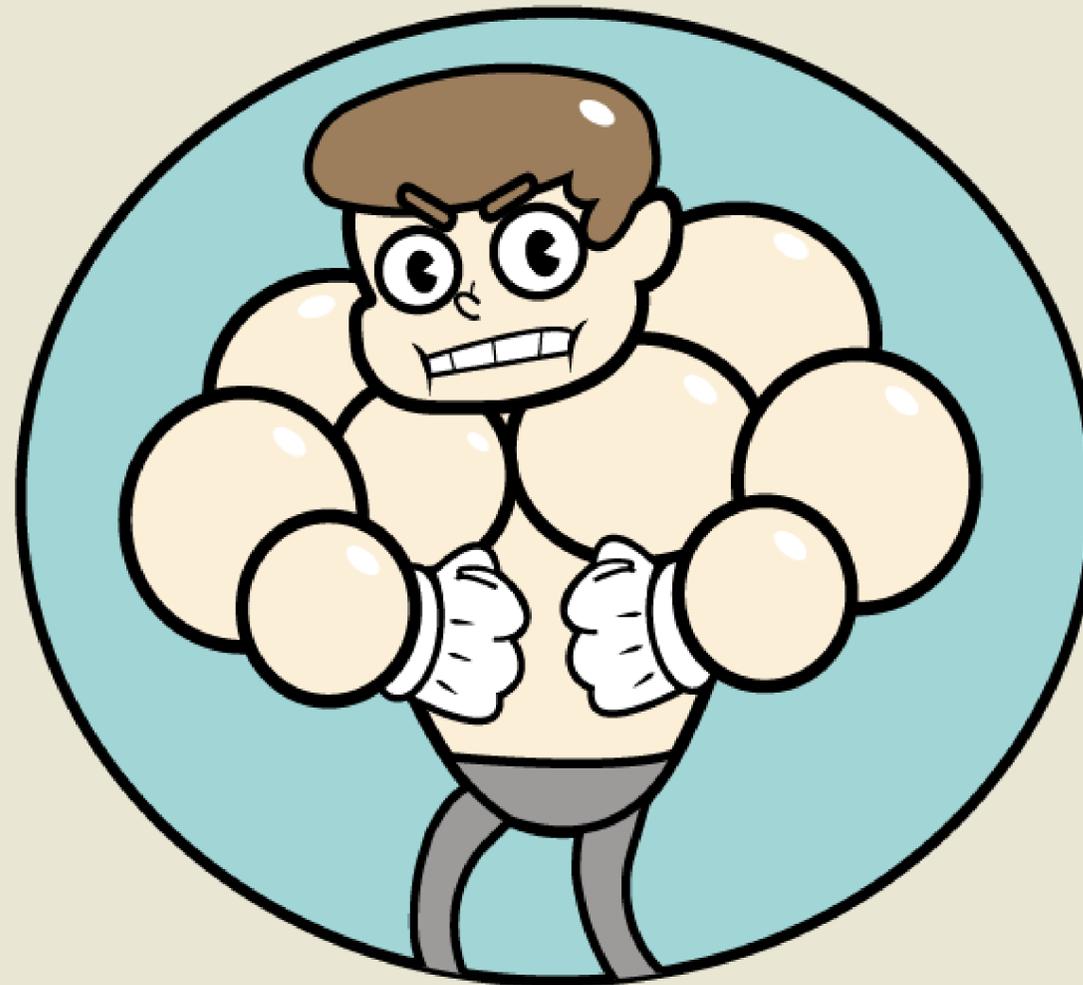
D\*CK!

DON'T BE AN



**\*sshole!**

Just be nice.



You don't have to be that guy.

Show some respect.

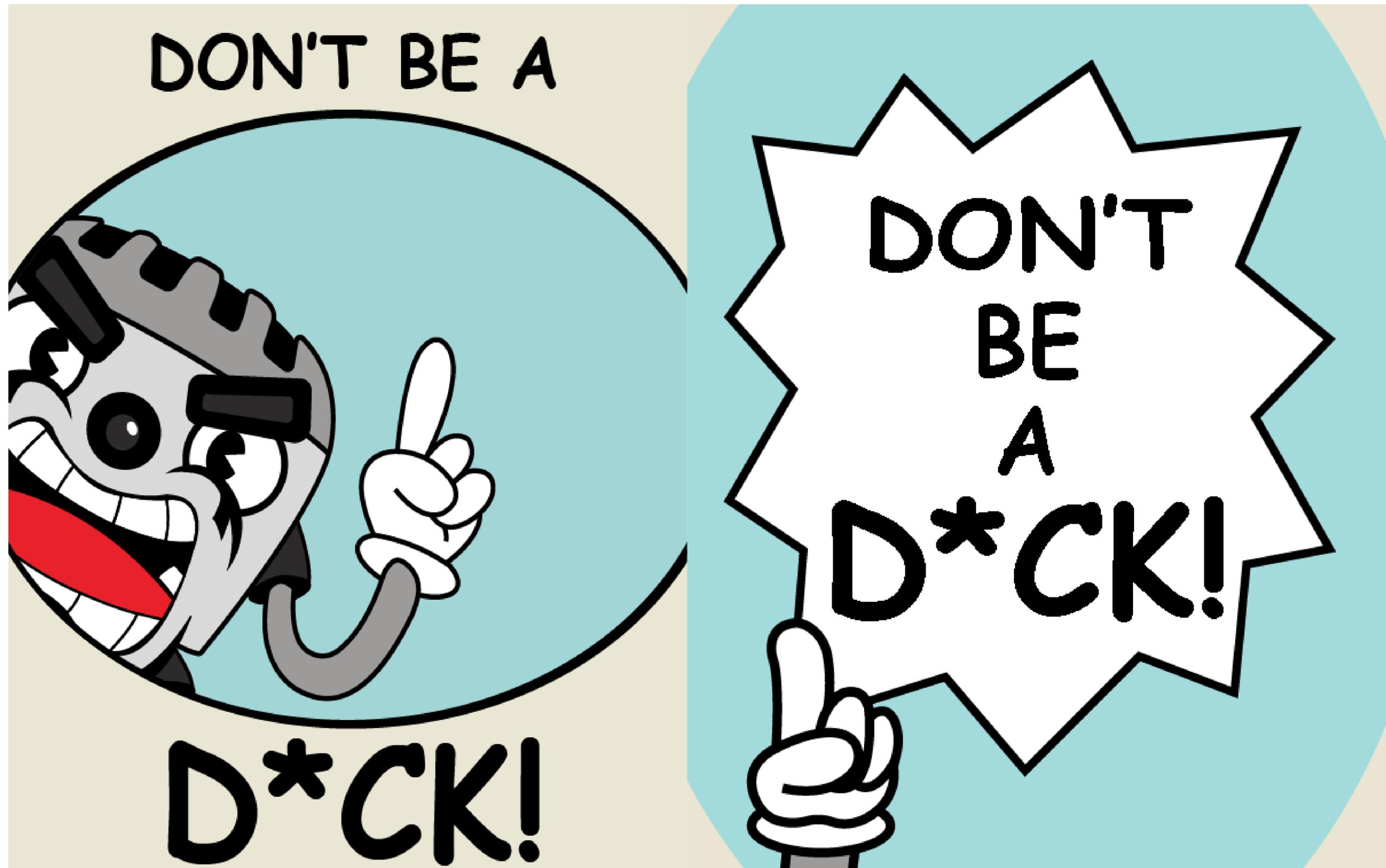


Just be a person.

Love one another.

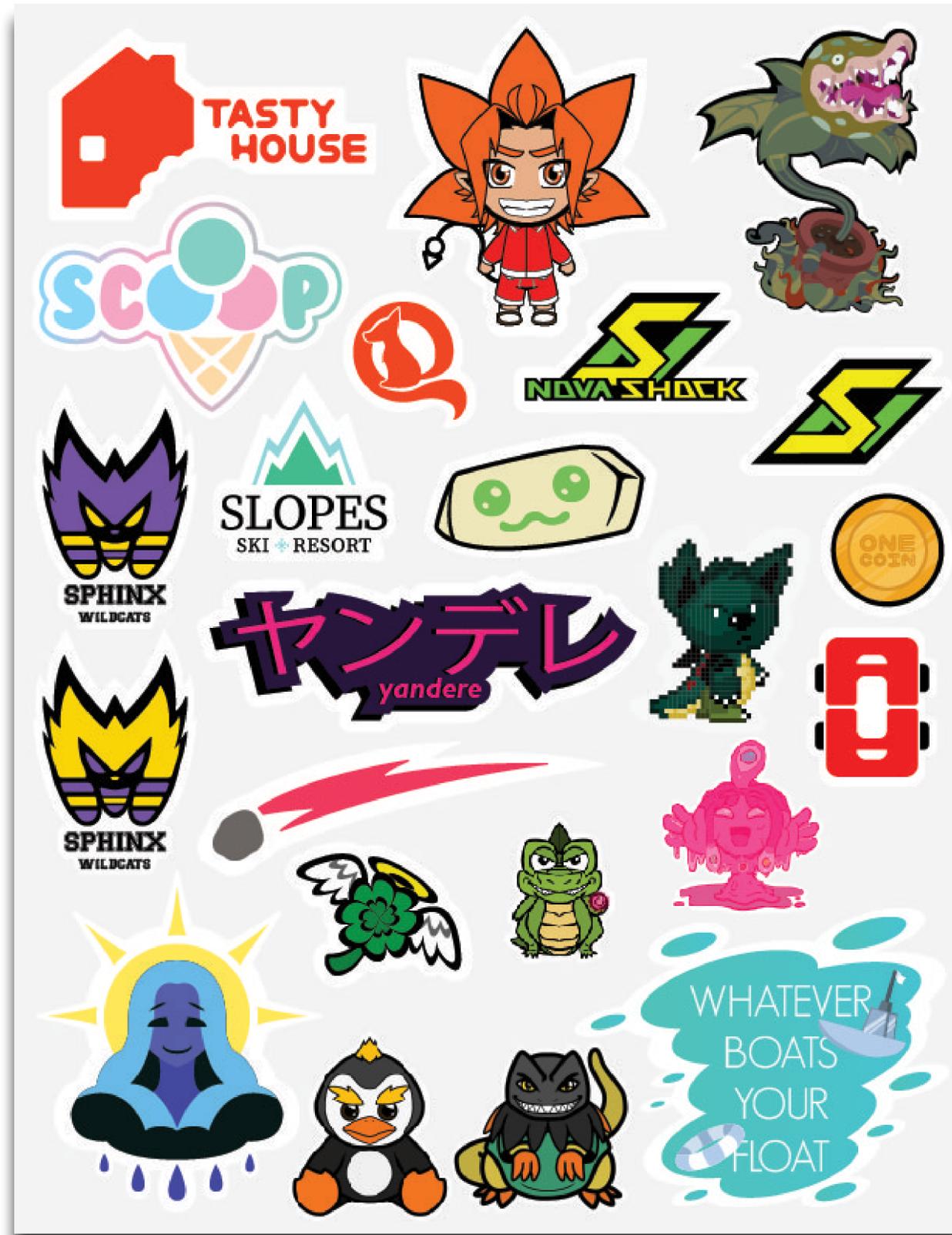


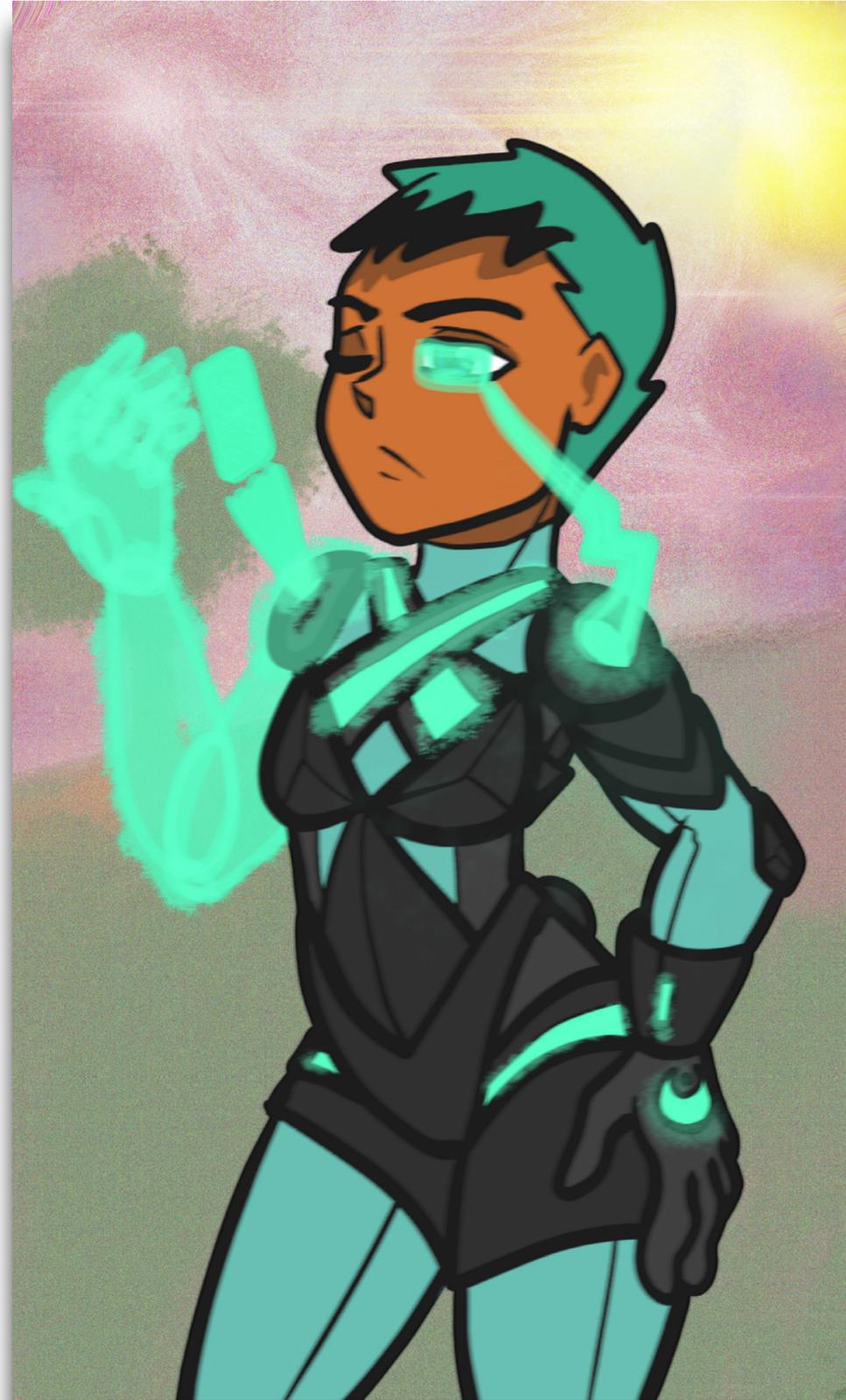
You dont need a reason why.

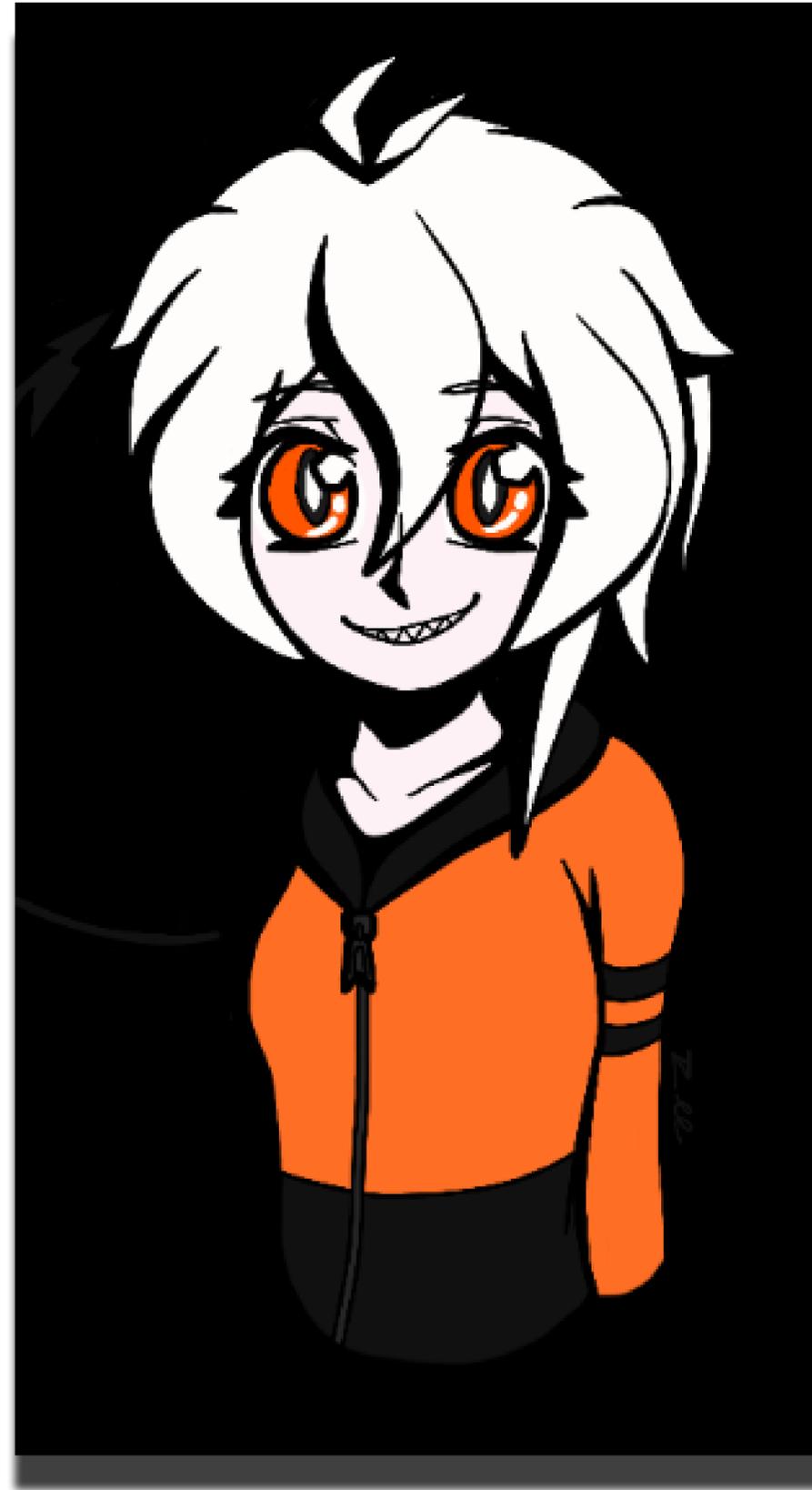


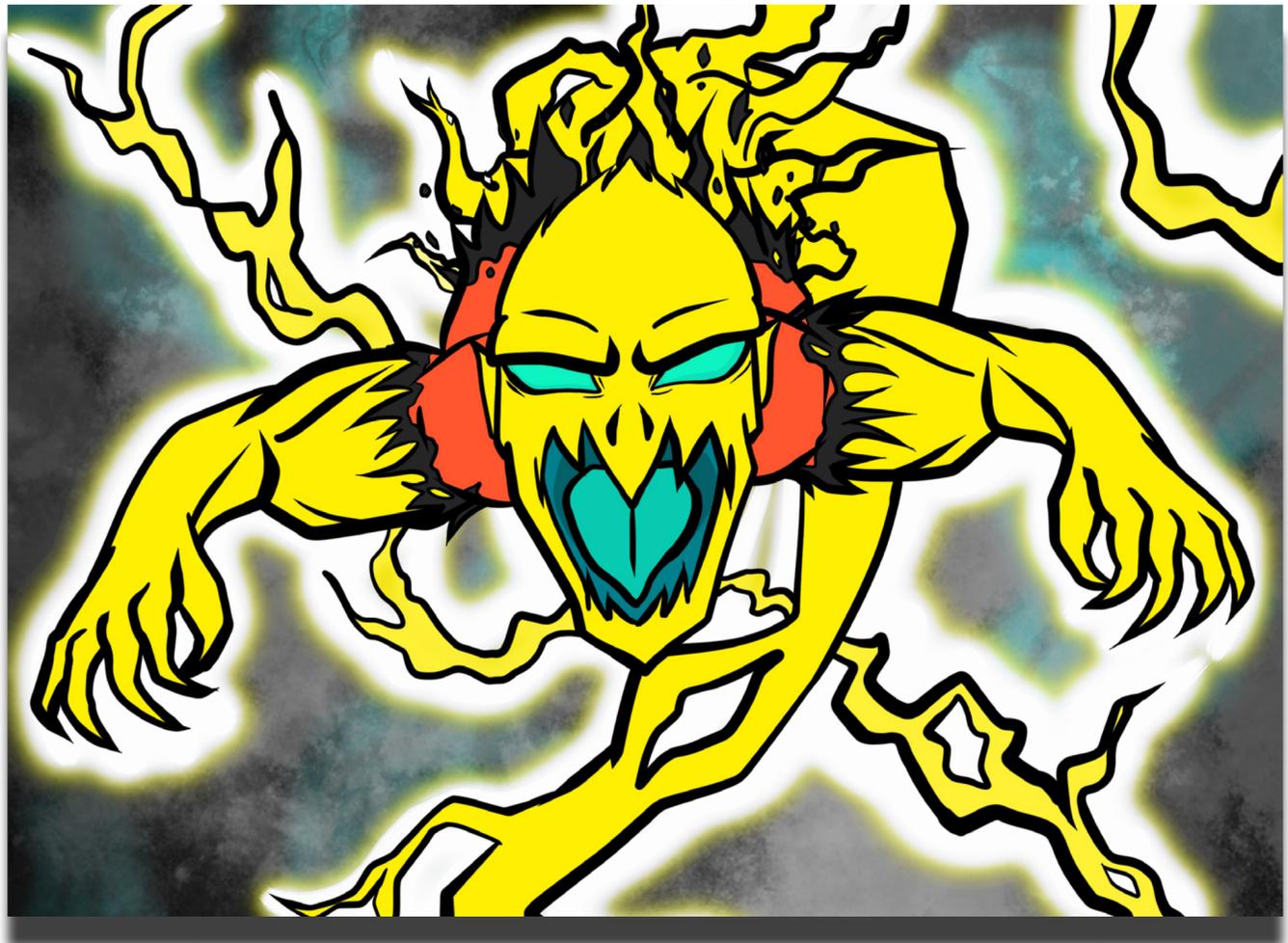
## STICKERS & POSTERS

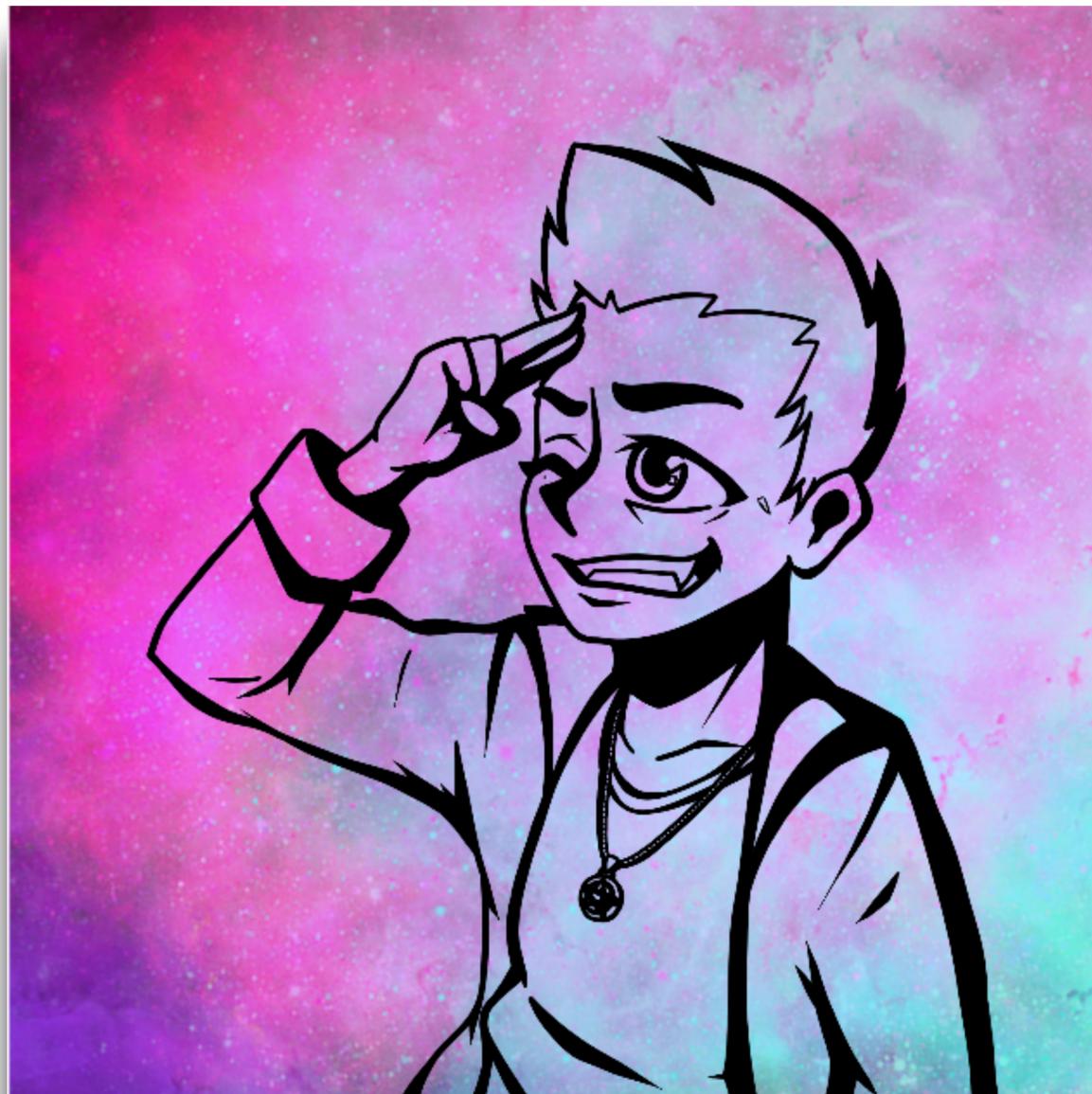
The goal was to create a set of posters and stickers that show off my illustrative abilities. These would feature a sticker sheet containing 23 designs of various word art, original characters, and iconography, alongside a set of 8 posters featuring original character art. My roles in this project were as the concept designer and illustrator.

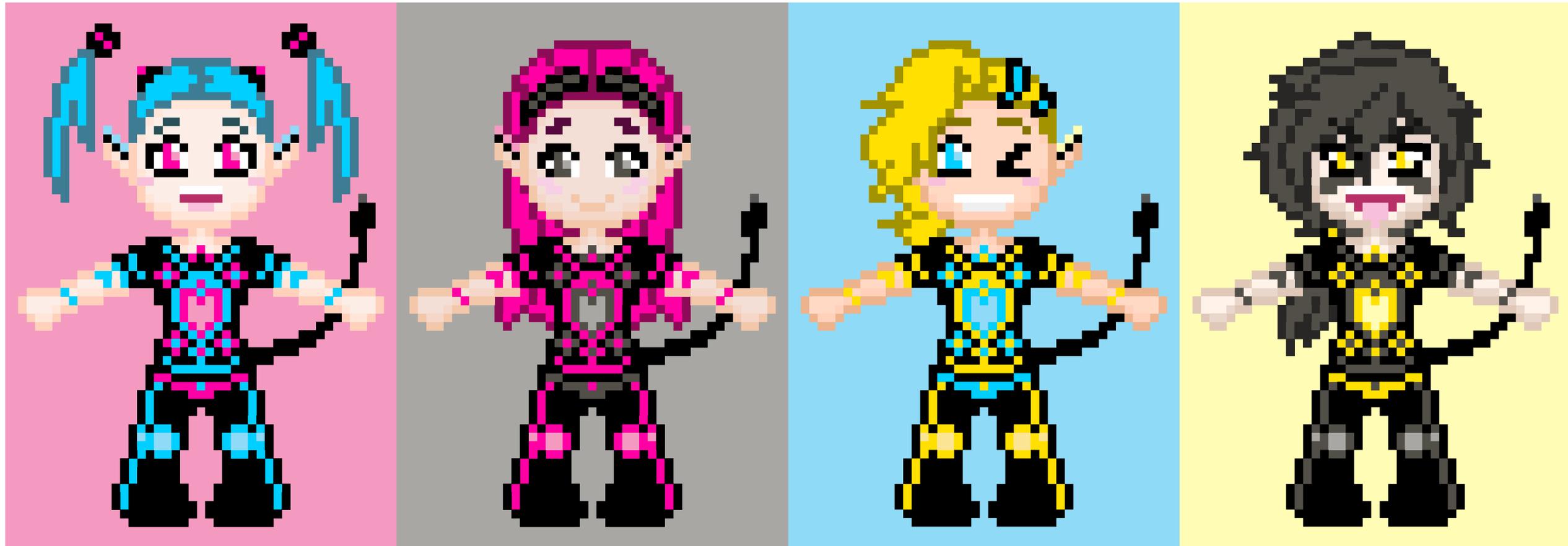












## DIZZY PILLOW & CHEESEPUFF GAMING

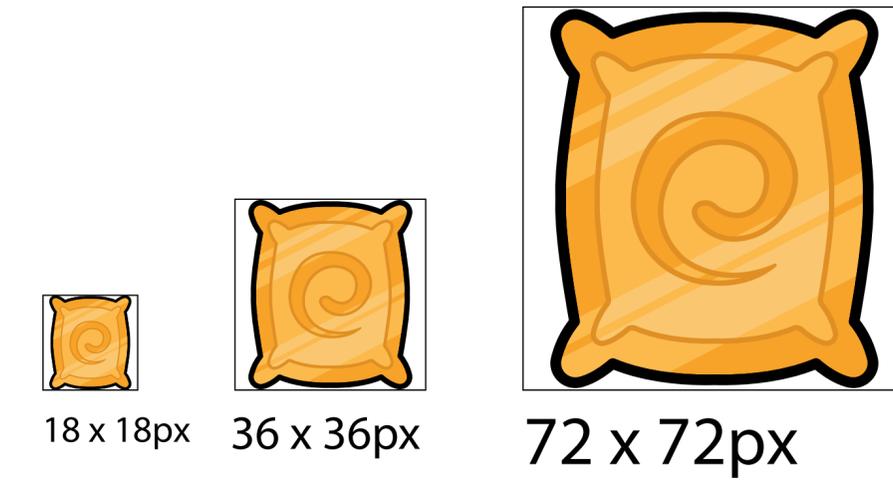
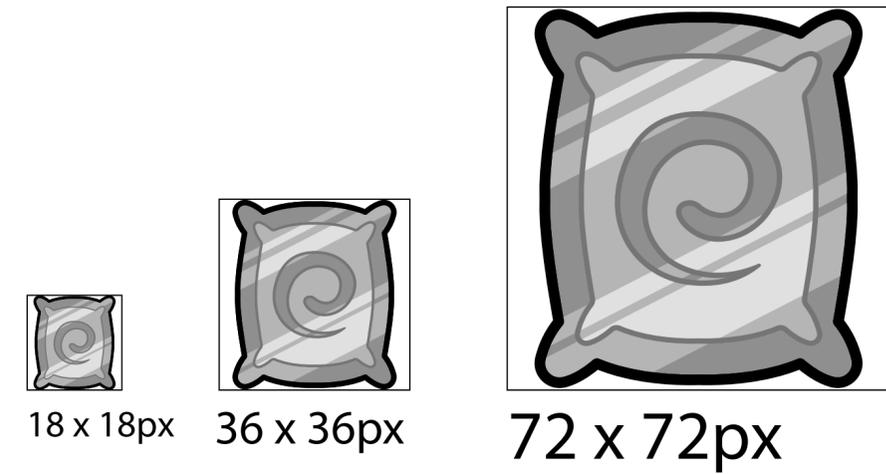
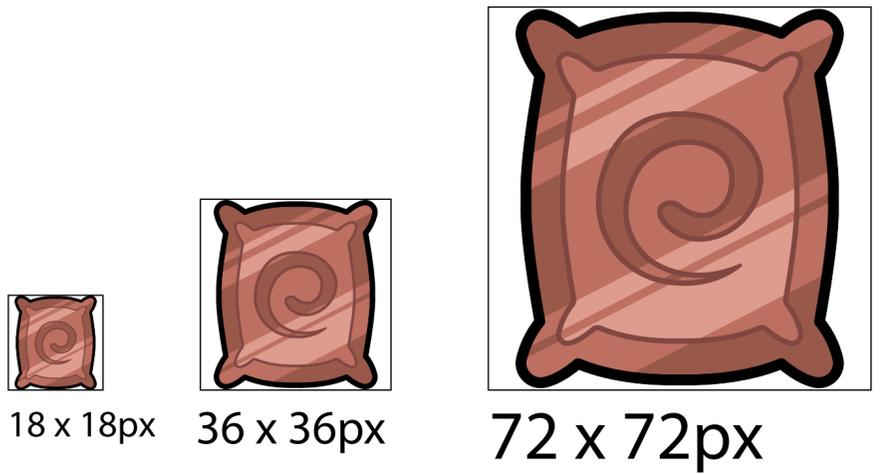
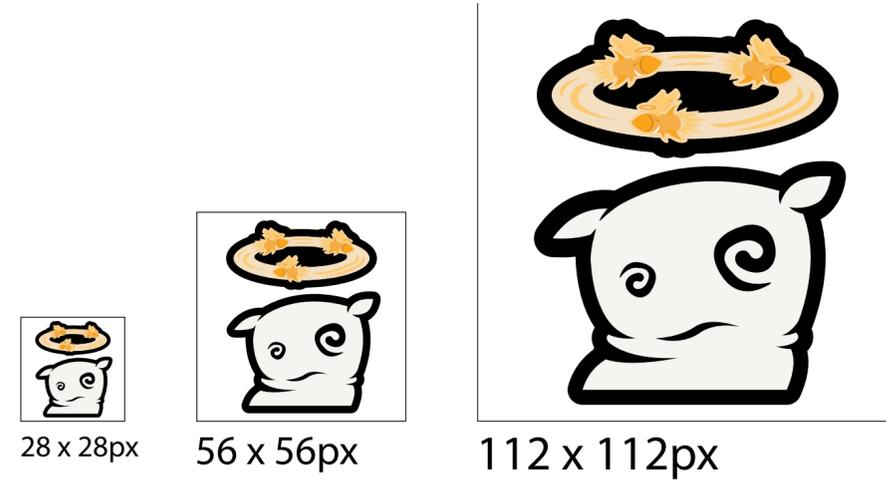
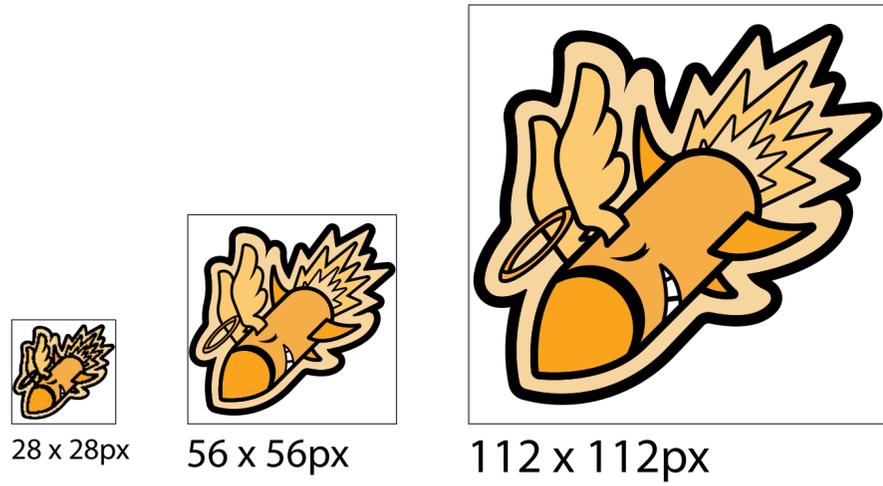
The following are commission projects for the Twitch and YouTube streamers DizzyPillow and CheesePuff Gaming. The goals given to me were to make each a new channel logo, a set of three emotes at three different sizes, a set of three different tiered subscriber badges, and show how the designs looked on shirts. My roles in these projects were as the designer, illustrator, and concept designer. Both gave me free reign over the projects, allowing me to have as much creative freedom as I wanted and needed. I would contact them to show them sketches and concepts before starting on any of their requested works and sought feedback often to make sure things were still to their liking. The results of these projects were great, with both clients overjoyed by the finished works.



DIZZYPILLOW



CHEESEPUFF

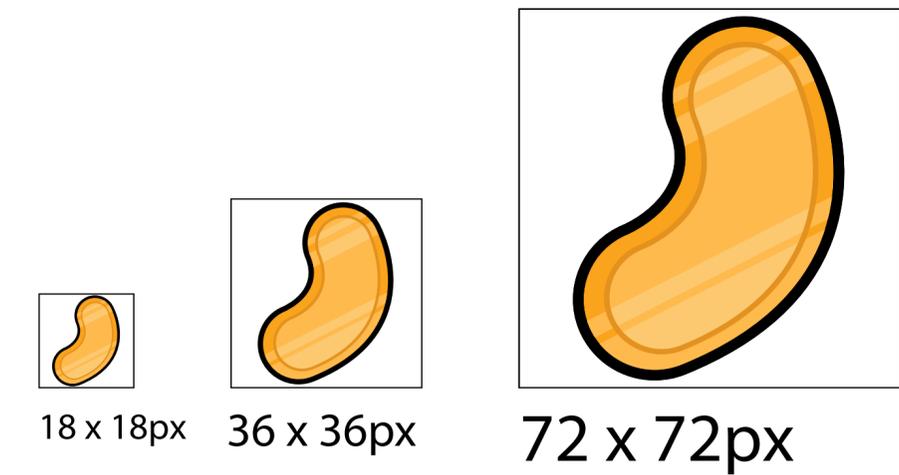
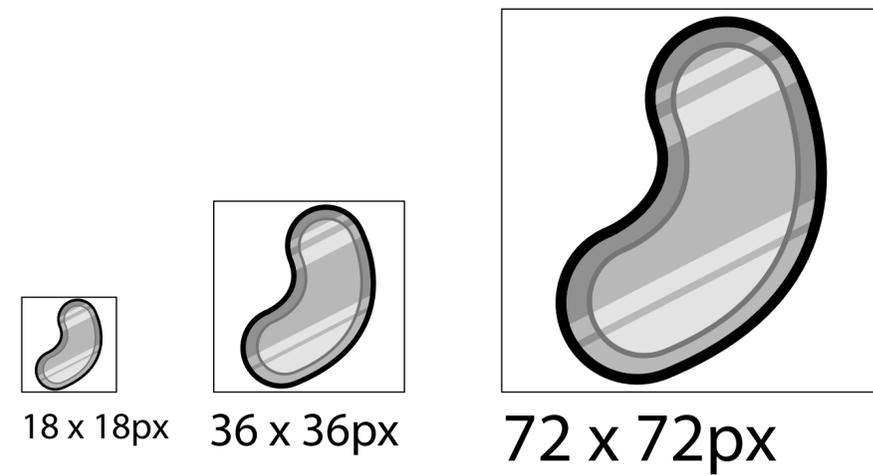
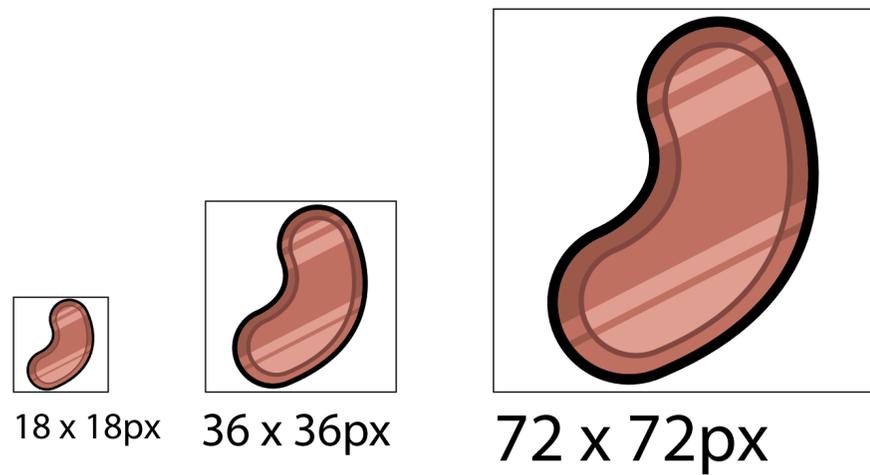
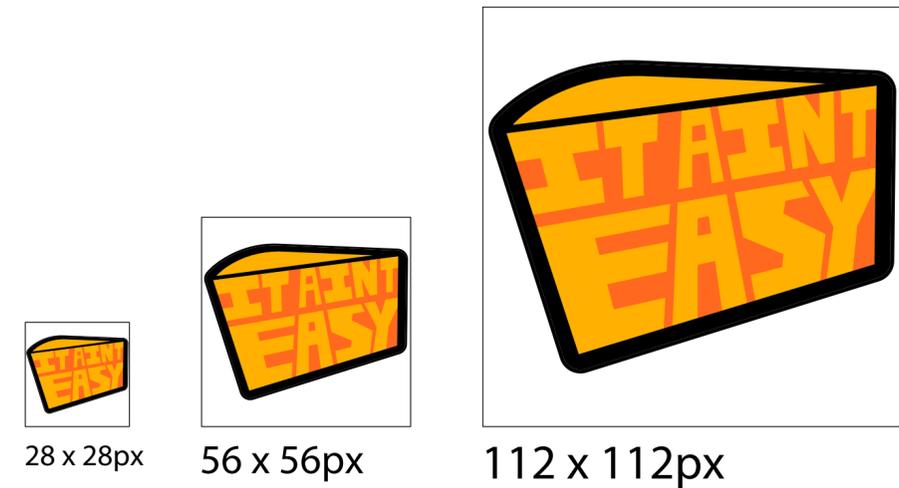
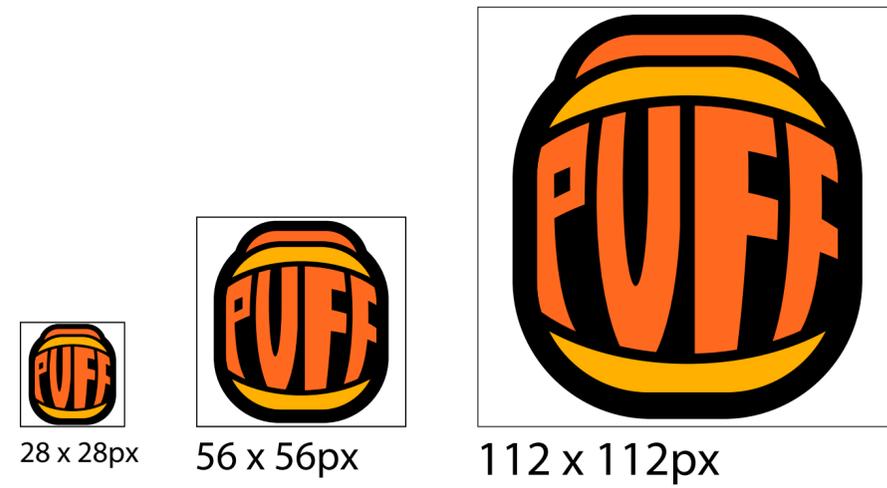
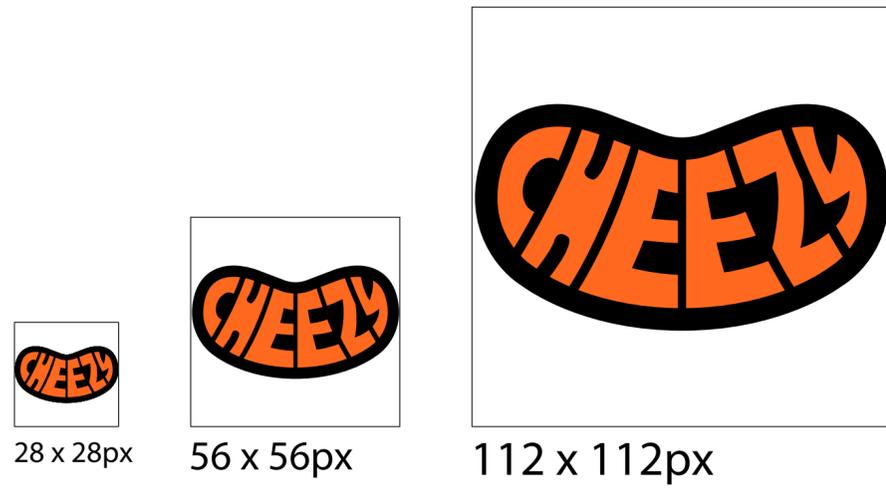


DIZZYPILLOW





CHEESEPUFF



CHEESEPUFF





## GIFS

My goal was to create a set of three short GIFs. Each GIF is a few seconds long and features some sort of creature in action.

The first GIF depicts a mythical creature known as a Mimic shaking and shifting in place before opening and closing its mouth.

The second GIF shows a small tomato-headed plant person dancing in the dirt. The final GIF features an egg sitting on a pillow that hatches and the head of an axolotl pops out the top. My roles in this project were as the concept designer, illustrator, and animator.

[Watch a video of the Monster GIF here.](#)

[Watch a video of the Dance GIF here.](#)

[Watch a video of the Egg GIF here.](#)







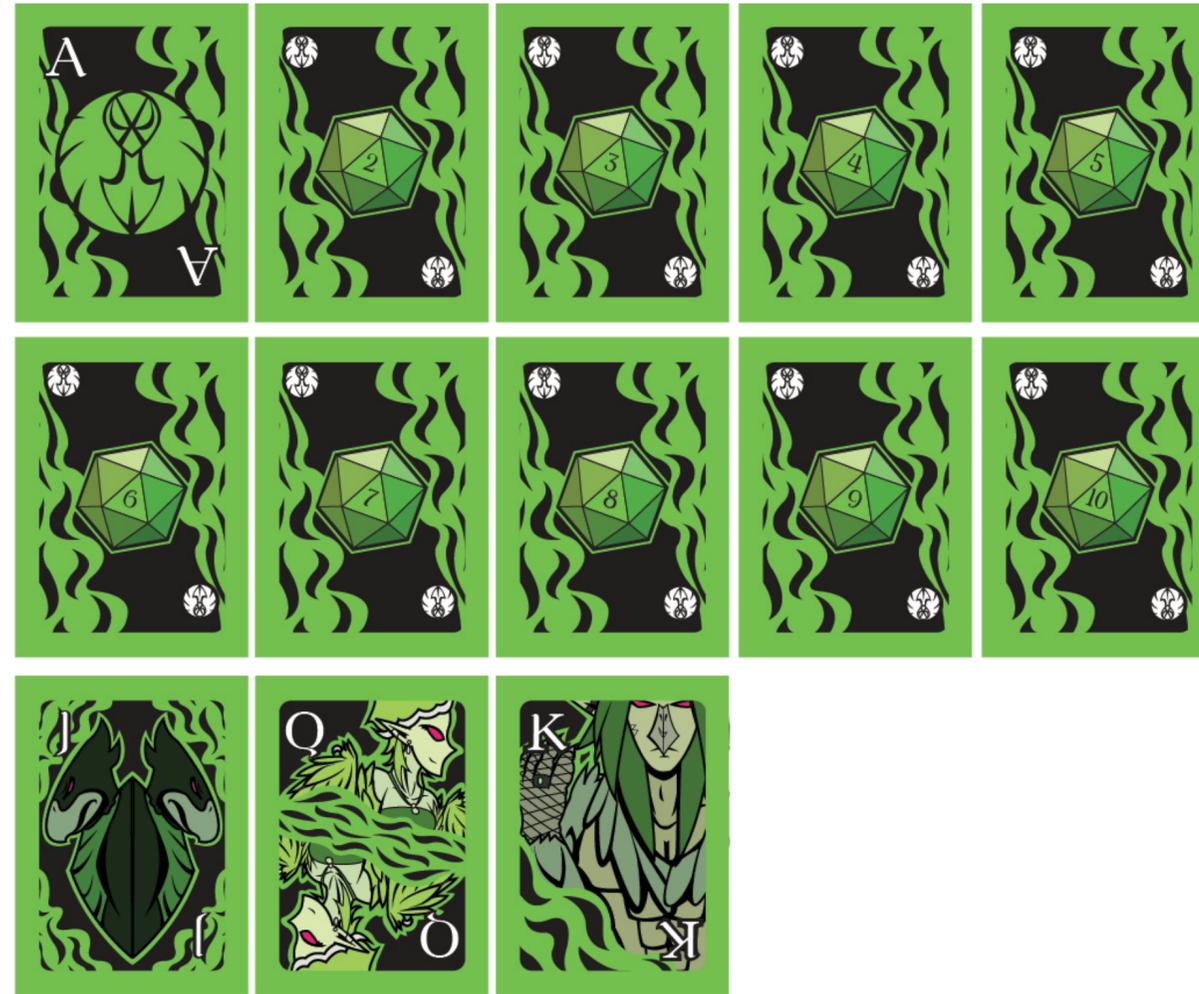
## REGNA DEVISA PLAYING CARDS

The following was a personal project to create a 52-count deck of playing cards. My role in this project was as the researcher, designer, illustrator, and concept designer. I decided to make the deck follow a fantasy theme with each suite depicting a different kingdom residing to one of the four elements of earth, water, fire, or air. Each suite would reflect their element with the characters on the cards being designed to look like dragons of fire, bird people of the wind, fish people of the sea, and forest dwelling animal people of the earth. The number cards carry on this theme by depicting the numbers on 20-sided dice. The jokers, being different in any deck of cards, are depicted as dark and mischievous.

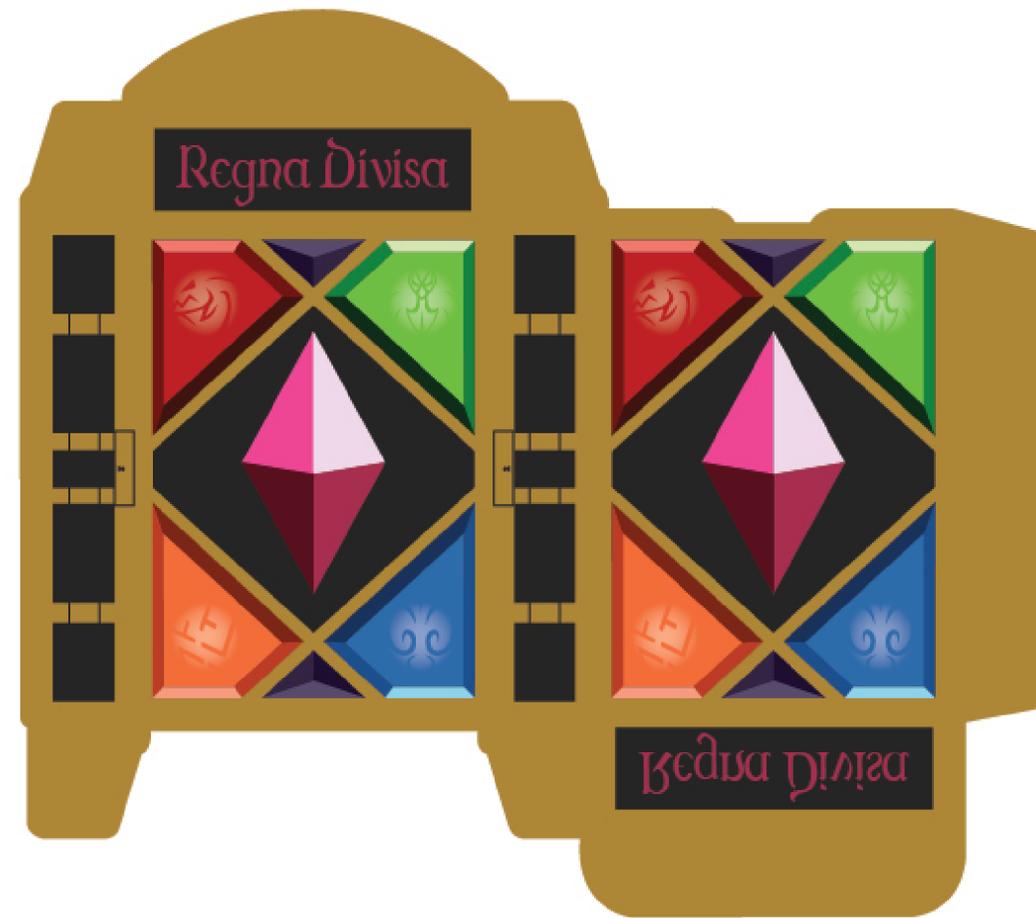












## INCORRECT PROVERB SHIRTS

My goal was to create a set of six silly shirt designs depicting common proverbs, which are jumbled up with other proverbs that share similar words and are completely incorrect. Each shirt features hand-rendered text paired with illustrations relating to the words on the shirts. In this project, my role was as the researcher, designer, illustrator, and concept designer. The results of this project were absolutely wonderful, getting a giggle out of anyone who reads them.











