

Timothy Chrismer

Technical Artist

www.timchrimer.com

211 Liberty Avenue
Apartment 337
Lafayette, LA 70508

Cell Phone: 337-257-0302
lossenc@gmail.com

Objective:

Experience as a technical artist that will help push my artistic eye and train my problem solving abilities.

Work Experience:

Technical Artist

Apr '09-Jan '10

Louisiana Immersive Technologies Enterprise (LITE)

Controlled the pipeline between digital content packages and real-time engines both structurally and through the construction of tools. Handled look development for select projects, both real-time and off-line rendered, through managing lighting and surfacing. Troubleshooted software issues and helped serve as a bridge between artists and software engineers.

IT Intern

Jun '05-Aug '05

United Forming, Inc.

and Jun '08-Sept '08

Provided technical support, configured laptops for distribution to employees, and ran the help desk for the corporate office of a concrete construction company.

Student Tutor (Programming / Math)

Jun '07-Mar '08

Savannah College of Art and Design-Atlanta

Assisted in the teaching of basic to intermediate programming techniques in C++, Python, and MEL. In addition to this, I provided extra help for students struggling with basic to advanced concepts in algebra.

Other Experience:

SIGGRAPH 2008 Student Volunteer

Aug '08

ACM/SIGGRAPH

Assisted in the monitoring of session rooms, aided conference registration, and provided information and assistance to conference attendees.

Founder/President

May '07-Mar '08

SCAD-Atlanta Production Society

Led a student organization designed to promote teamwork through the production of group projects with the goal of creating films, animations, games, and other deliverables that will aid in the completion and promotion of student portfolios and work.

Education:

Savannah College of Art and Design, Savannah, GA

2005-2009

BFA in Interactive Design and Game Development

Minor: Technical Direction

Dean's List

Texas A&M University, College Station, TX

2004-2005

Major: Computer Science

Skills:

Digital Art-

Lighting, Shader Development, Texturing, UV Mapping, Rigging, Modeling, Compositing

Programming / Scripting Languages-

C/C++/C#, RenderMan Shading Language, GLSL, CGFx, ShaderLab, Java, Python, MEL

Operating Systems-

Proficient with Windows and LINUX; Experience with OSX and UNIX

Software-

Maya, 3DsMax, Photoshop, Illustrator, After Effects, Nuke, Shake, Visual Studio, RenderMan Studio, MentalRay, Unity, Unreal Engine 3