

# Tim Chrismer

Lighting / Technical Artist

2318 Fairway Pointe Drive  
League City, TX 77573

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www.timchrismer.com  
(323) 371-7119

## OBJECTIVE:

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

## WORK EXPERIENCE:

**External Assistant Technical Director** **May '14-Jul '15**

### **Industrial Light & Magic**

Acted as "gatekeeper" and entry point for assets or shots leaving or entering the ILM pipeline during the outsourcing process. Ensured that convention was maintained and proprietary methods or tools were protected when sharing assets with third-party vendors. Authored tools to aid in the conversion or packaging process to allow artists to easily collaborate in internal or non-proprietary tools, alike

Credited films:

**Marvel's Agent Carter (Season 1)**  
**Avengers: Age of Ultron**

**Terminator: Genisys**  
**The Revenant**

**Lighting Technical Assistant**  
**DreamWorks Animation, SKG**

**May '10-Apr '14**

Served as an "apprentice lead". Supported sequence setups, handled bakes of occlusion, direct, or bounce lighting, and authored artist tools for increasing the efficiency of the pipeline. Troubleshot render artifacts or problem assets. (memory/render time) Also served as a lighter when needed.

Credited films:

**Kung Fu Panda 2**  
**Turbo**

**The Croods**  
**How to Train Your Dragon 2**

**Computer Artist Consultant**

**Mar '10-Apr '10**

### **CREATE University of Louisiana-Lafayette Engineering Lab**

Modeled, textured, and optimized assets for a joint project between the University of Louisiana-Lafayette and the U.S. Army. The project consisted of a real-time interactive training simulation for troops, utilizing motion-control, head-tracking, and an omnidirectional treadmill.

**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. Troubleshot software issues and helped serve as a bridge between artists and software engineers.

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## EDUCATION:

**Savannah College of Art and Design, Savannah, GA** 2005-2009  
BFA in Interactive Design and Game Development  
Minor: Technical Direction

**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#, Python, LUA, RenderMan Shading Language, GLSL, CGFx, ShaderLab, Java, MEL

### Operating Systems

Proficient with Windows and LINUX; Experience with OSX and UNIX

### Software

Maya, Nuke, 3DsMax, Photoshop, Premiere, After Effects, MentalRay, Unity, UDK