

Tim Spanjer - Lead CG Artist

Atlanta, Georgia

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I am a Lead/Senior CG Artist with 17 years of experience in the games, animation and the simulation industry. I am passionate about 3d art and enjoy working as part of a team.

Skills

- Hard Surface Modeling
- Photo-Real Modeling and Rendering Pipeline
- 360° Rendering for VR
- Normal, Diffuse and Specular Mapping
- Self-motivated and a problem-solver
- Excellent communicator
- Team-player
- Passionate about my work

Software

3ds Max, Vray, Nuke, Mudbox, Unreal 4, Unity 3D, CryEngine, Crazybump, xNormal, PhotoShop, Marvelous Designer, Terragen and DataSmith

Education

The University of Georgia – Athens, GA

Bachelor of Fine Arts - Digital Media, May 2000 - GPA: 3.4

Professional Experience

12/2013 –Present *TRICK 3D; Atlanta, GA*

Lead 3D Artist

- High-poly modeling for photo-real renders using Vray and 3ds Max
- Supervise and mentor other artist, providing art direction and technical direction
- Responsible to 3D content used in Unreal, Unity 3D, Motion Builder and 3ds Max render pipeline
- Clients include Delta Airlines, AT&T, CNN, Cartoon Network, Georgia Power, Virgin Australia and others.

10/2002 –12/2013 *Meggitt Training Systems; Suwanee, GA*

Lead 3D Artist

- Created High-poly models, baked to normal, specular and color maps
- Created detailed environments, props and assets for Unreal and CryEngine
- CryEngine level editing, assets creation, physics setup and flowgraph experience
- Supervised and mentored art teams, providing schedules, samples, and art direction
- Managed outsourcing of artwork on multiple project, giving technical and artistic direction

Senior Artist

- Created realistic environments, props and assets for diverse military training simulations
- Created terrains utilizing real world elevation data, height maps and satellite imagery

8/2002 –8/2005 *Malfador Machinations; Santa Rosa, CA*

3D Artist (freelance)

- Modeled and textured game assets for shipped titles *Space Empires V (PC)* and *Starfury (PC)*
- Managed art team by setting and tracking project timeline and giving artistic feedback
- Created custom MAX Scripts used for texture UV mapping and render to texture

11/2000 –8/2002 *Flying Rock Enterprises; Marietta, GA*

2D/3D Artist

- Created Assets for the online game *Ace of Angels (PC)*
- Textured and Modeled assets using 3ds Max and Photoshop