

Tim Spanjer

Senior / Lead CG Artist

Atlanta, Georgia

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Portfolio: <http://www.timspanjer.com>

Reel: <https://vimeo.com/timspanjer>

Experienced CG Artist with an eye for detail. I have lead and senior level experience in animation, games, and simulation. I am passionate about 3D art and enjoy working as part of a team!

Skills

- Hard Surface Modeling
- Photo-Real Material and Rendering Pipeline
- Procedural Particle Systems
- 360° Rendering
- Self-motivated and a problem-solver
- Excellent communicator
- Team-player
- Passionate about my work

Tools

3ds Max, Vray, Nuke, Maya, Mudbox, Phoenix FD, FumeFX, TyFlow, Unreal 4, Unity 3D, Substance, PhotoShop, After Effects, Marvelous Designer

Education

The University of Georgia – Athens, GA

Bachelor of Fine Arts - Digital Media

Professional Experience

TRICK 3D; Atlanta, GA

Lead 3D Artist

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

Meggitt Training Systems; Suwanee, GA

Lead 3D Artist

- Supervised and mentored art teams, providing schedules, samples, and art direction
- Managed outsourcing of artwork on multiple projects, giving technical and artistic direction
- Created detailed environments, props, and assets for Unreal and CryEngine
- CryEngine level editing, assets creation, physics setup, and flowgraph experience

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

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 UV mapping and render to texture

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
- Won Independent Game Festival award for Technical Excellence