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TIM CHISM

Experience

ROW SHAM BOW – Artist

8/11 – 2/13

- Created and animated 3D weapons and assets
- Managed and maintained 3D art pipeline
- Inserted assets into engine via code
- Prototyped game concepts in 2D, 3D, and on paper
- Painted environments and collectible items
- Designed levels to meet the specifications of directors

“DEAD WEST” – Lead Environment Artist (FIEA game) 2/11 - 8/11

- Created concept imagery according to the tone and visual target of the game in order to aid in the creation of environment assets
- Modeled, UVed, and textured key environment props
- Lit environments to evoke mood

“ORGAN GRINDER” – Lead Artist (FIEA Game)

12/10 - 2/11

- Led and managed art team comprised of modelers, riggers, animators, and texture artists to work toward a unified vision
- Worked as primary concept artist to realize characters, level design and environment assets
- Collaborated with Lead Designer to storyboard battle animations

Education

FIEA (Florida Interactive Entertainment Academy) 2010 - 2011

M.S. - Interactive Entertainment

UNIVERSITY OF CENTRAL FLORIDA

2006 - 2010

B.F.A. - Painting

Software Knowledge

SOFTWARE PACKAGES

- Maya
- Zbrush
- Photoshop
- Flash
- Illustrator

ENGINES

- Unity 4
- Havok Vision Engine