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TIM CHISM

Experience

BOUNDLESS (SCOPELY) – Principal Technical Artist **February 2022 – Present**

- ▶ Rigged/Skinned characters and props
- ▶ Provided feedback for outsourcers to meet quality standards
- ▶ Integrated assets in Unity
- ▶ Supported UI team with game-wide endeavors and tools

SCOPELY – Lead Artist **June 2019 – February 2022**

- ▶ Mentored other artists in Unity
- ▶ Managed one direct report
- ▶ Dissected spec documents into tasks
- ▶ Wrote technical documentation highlighting art implementation
- ▶ Directed outsource teams working on in-game assets
- ▶ Created meshes, animations, shaders and VFX

SCOPELY – Senior Artist **November 2015 – June 2019**

- ▶ Established and maintained art pipelines for new game features
- ▶ Integrated assets into project
- ▶ Go-to guy for art in Unity
- ▶ Managed outsource teams working on in-game assets
- ▶ Created meshes, animations, shaders and VFX

SCOPELY – Artist **May 2013 – November 2015**

- ▶ Created 2D and 3D assets for multiple simultaneous projects
- ▶ Responsible for lighting 3D scenes in Unity
- ▶ Painted concept art for various titles
- ▶ Managed outsource teams working on concept art and in-game assets
- ▶ Designed mock UI screen layouts

ROW SHAM BOW – Artist **August 2011 – February 2012**

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

Education

FIEA (Florida Interactive Entertainment Academy) 2010 - 2011
M.S. - Interactive Entertainment

UNIVERSITY OF CENTRAL FLORIDA 2006 - 2010
B.F.A. - Painting