

18641 Saticoy Street  
Apt 66  
Reseda, CA 91335

941.468.5376  
[tim.chism@gmail.com](mailto:tim.chism@gmail.com)  
[www.timchism.com](http://www.timchism.com)

# TIM CHISM

---

## Experience

### **SCOPELY – Artist**

**5/13 – Present**

- 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 screens

### **ROW SHAM BOW – Artist**

**8/11 – 2/13**

- 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

### **“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

## 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
- Xnormals
- Photoshop

### **ENGINES**

- UDK
- Unity
- Havok Vision Engine