

Tim Chrismer

Lighting / Technical Artist

300 S Watters Road
Apartment 126
Allen, TX 75013

tim.chrismer@gmail.com
www.timchrismer.com
(323) 371-7119

OBJECTIVE:

Experience as a technical artist that will push my artistic eye and train my problem solving abilities.

WORK EXPERIENCE:

Technical Artist

Feb '16 - Present

Boss Fight Entertainment

Generate visual effects and bridge the gaps between design, animation, and game systems. Ensure that the design of a character, ability or effect is fully realized for the player's experience. Also create tools to help make the art pipeline more streamlined and efficient.

External Assistant Technical Director

May '14 - Jul '15

Industrial Light & Magic

Act as "gatekeeper" and entry point for assets or shots leaving or entering the ILM pipeline during the outsourcing process. Ensure that convention is maintained and proprietary methods or tools are protected when sharing assets with third-party vendors. Author tools to aid in the conversion or packaging process to allow artists to easily collaborate in internal or non-proprietary tools, alike

Credited films/TV:

Avengers: Age of Ultron
Terminator Genisys

Marvel's Agent Carter
The Revenant

Lighting Technical Assistant

May '10 - Apr '14

DreamWorks Animation, SKG

Served as an "apprentice lead". Supported sequence setups, handled bakes of occlusion, direct, or bounce lighting, and authored artist tools for increasing the efficiency of the pipeline. Troubleshot render artifacts or problem assets. (memory/render time) Also served as a lighter when needed.

Credited films:

Kung Fu Panda 2
Turbo

The Croods
How to Train Your Dragon 2

Technical Artist

Apr '09 - Jan '10

Louisiana Immersive Technologies Enterprise (LITE)

Controlled the pipeline between digital content packages and real-time engines both structurally and through the construction of tools. Handled look development for select projects, both real-time and off-line rendered, through managing lighting and surfacing. Troubleshot software issues and helped serve as a bridge between artists and software engineers.

EDUCATION:

Savannah College of Art and Design, Savannah, GA
BFA in Interactive Design and Game Development Minor: Technical
Direction

2005-2009

Texas A&M University, College Station, TX
Major: Computer Science

2004-2005