

Tim Chrismer

TECHNICAL / VISUAL EFFECTS ARTIST

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OBJECTIVE:

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

WORK EXPERIENCE:

Boss Fight Entertainment

VFX / Technical Artist

Feb '16 - Present

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

Credited games:

Dungeon Boss

Anvil: War of Heroes (Unreleased)

Industrial Light & Magic

External Assistant Technical Director

May '14 - Jul '15

Acted 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. Authored 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

DreamWorks Animation, SKG

Lighting Technical Assistant

May '10 - Apr '14

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

Louisiana Immersive Technologies Enterprise (LITE)

Technical Artist

Apr '09 - Jan '10

Controlled the pipeline between digital content packages and real-time engines both structurally and through the construction of tools. Content was primarily built for real-time stereoscopic projections. 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.

SKILLS/SOFTWARE:**Proficient-**

Unity, Photoshop, Maya, After Effects, Nuke, Python, C#

Skilled-

UE4, 3DsMax, Substance, Houdini, MEL, RenderMan, ShaderGraph, GLSL, CgFx

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