

# Timothy Porter

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## Game Credits

### Environment/Prop Artist

*Trinity Wars - Episode 1* - TnT Gaming - Xbox 360 – In Production: Release Feb 1<sup>st</sup> 2010

### Additional Environment Artist

*Weapon of Choice* - Mommy's Best Games - Xbox 360 -2008

## Experience:

Tnt Gaming - 4-2009-Current

### Environment/Prop Artist

- Create, texture, and rig 3d models from reference
- Provide artistic direction for story line as well as environments
- Report directly to art director

Mommy's Best Games - 9-2008- 12-2008

### Contract Environment Artist

- Cleaned up original art work making a polished result
- Created masks for import into game engine.
- Reported directly to the lead artist.

## Awards and Achievements

3rd place Microsoft's Dream Build Play Competition - 2008

QWest Logic – Winter Park, FL - 1-2008-3-2008

### Contract Environment Artist

- Converted and textured environments from CAD designs
- Designed and created products according to client's specifications
- Rendered environments with mental ray in layers and polished/composited in Photoshop.
- Reported directly to the lead artist

Creative-Lee Productions - Sugar Land, 10-2007- 12-2008

### 3d Artist

- Designed, animated logos and edited media
- 3d Graphic interface / art content for projects

## Education:

### Bachelor of Science in Computer Animation 2005–2007

Full Sail University, Winter Park, FL

## Software Skills:

- |        |                 |                    |                |             |               |             |
|--------|-----------------|--------------------|----------------|-------------|---------------|-------------|
| ▪ Maya | ▪ 3D Studio Max | ▪ Photoshop        | ▪ Final Render | ▪ Renderman | ▪ Shake       | ▪ Final Cut |
| ▪ MEL  | ▪ Zbrush        | ▪ Microsoft Office | ▪ Mental Ray   | ▪ Premiere  | ▪ Illustrator |             |