

Tim F McMahon

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SUMMARY

Strong artist with experience in 3D and 2D digital art. Critical eye for detail. Resourceful and creative problem solver. Great organization, time management, and follow-through skills. Comfortable working on multiple projects simultaneously under tight deadlines. Motivated self-starter and team player – can work independently or with a team to create compelling, memorable artwork.

EXPERIENCE

Giannini Creative Imaging, Chicago, Illinois

CGI Artist, November 2008 - present

- Create award-winning photorealistic humanoids and animals as the group's lead character artist, boosting the studio's reputation
- Transformed the studio's print only portfolio to include national broadcast campaigns by proving the ability to consistently create high-quality artwork
- Improve overall quality of the studio's 3D work by overseeing and art directing in-house and freelance animators and artists
- Increase collaboration and productivity of fellow artists by managing the studio's production pipeline; give and receive critical feedback throughout creative process

Independent Game Development Projects, Chicago, Illinois

Digital Artist, September 2009 – present

- Contribute art assets to independent game projects including Organ Trail (Fall 2012 release)
- Engage with local game development community by attending IGDA and other networking events

AWARDS & HONORS

- 2011 Chicago Game Jam 'Spirit of the Game Jam' Award
- 2010 Effie Award, 'Smart' Hotels.com
- 2010 Cannes Lions Short List, 'Motorcycle' Illinois Lottery
- 3D World feature article – 'Smart' Hotels.com (November, 2010 issue)

SKILLS

- Modeling both high and low resolution meshes, as well as sculpting facial blend shapes
- Texturing in a variety of styles using both 3D and 2D applications – including normal, occlusion, diffuse, displacement, and specular maps
- Retopologizing high resolution meshes within polygon budgets
- Rigging and UVing including skinning/weighting
- Lighting and rendering
- Compositing multi-layer renders
- Preparing and exporting art assets for implementation in game engines

EXPERTISE

- Luxology Modo
- Alias Maya, Mental Ray (some V-Ray and MEL experience)
- Pixologic ZBrush
- Topogun
- Maxon Body Paint
- Unity (Art asset importing and handling, particle systems)
- Adobe CS4/CS5 (Photoshop, Illustrator, After Effects)
- Able to learn new software quickly

EDUCATION

Florida Atlantic University, Ft. Lauderdale, Florida

Bachelor of Fine Arts - May 2008

- Computer Arts in Animation Major
- Magna Cum Laude (GPA 3.7)