

Tim Curry  
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## QUALIFICATIONS

3D Artist with experience in game development, specializing in modeling, texturing, and technical tasks.

## WORK EXPERIENCE

Wayforward, July 2012 – Present

Technical Artist

- Modeling and texturing in varying styles, mechanical animations and rigging
- Establishing and maintaining pipelines for art and animation integration
- Managed VFX and SFX implementation using animation event scripting
- Communicated between different departments to coordinate development
- Level assembly, lighting, composition, and optimization

Titles

*Ducktales: Remastered* (360, PS3, WiiU, PC)

*Shantae: Half-Genie Hero*

*Unannounced Titles*

Mount Ida College, 2012 – 2013

Adjunct Professor, Intro to Game Development

- Created curriculum and led in-class demonstrations in UDK, Maya, and GIMP
- Presented Lectures on game development disciplines and processes

Arkadia Studios, 2010 – 2011

3D Artist, *Planet Arkadia, Entropia Universe (PC MMO)*

- Modeling, texturing, materials and vfx, mechanical animation, rigging
- Established pipelines for animated props, weapons and creatures
- Worked with Cryengine 2 animation, material, and effects utilities

Design Solutions, Summers 2005 – 2009

Intern, Architectural design and drafting

- Created structural and electrical plans using AutoCAD

## SKILLS

Low poly and subdivision modeling, sculpting, texturing, baking, materials, modular asset creation, mechanical animation & rigging, Kismet

## SOFTWARE EXPERIENCE

3DSMax, Modo, Maya, Zbrush, Photoshop, Topogun, Xnormal, UDK, Unity, Cryengine

## EDUCATION

B.F.A. Savannah College of Art and Design, 2010  
Interactive Design and Game Development