

# Timothy Porter

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## EXPERIENCE

Sr. Artist

1/2011 – Present

Critical Mass Interactive – Austin, TX

Unannounced Title (PC – 2011)

Encore Slot Games (PC – 2011)

Mashed Slot Games (PC – 2011)

Responsibility for art teams simultaneously located in multiple countries,  
Artistic direction, finalization/polish of assets, and dissemination of new techniques/procedures.  
Environment creation, rigging, animation, and lighting (all in both game and pre-rendered).  
Art integration/optimization, trouble shooting (IT and program related),  
Render farm creation/management,  
Creation/implementation of time saving methods or procedures.

Environment/Technical Artist

8/2010 – 1/2011

Critical Mass Interactive – Austin, TX

Freaky Pets (PC – 2010)

Integrate Art into editor and optimize content for memory and performance gains  
Find and create new techniques to improve performance without sacrificing quality  
Solve Issues with editor and art content  
Liaison between programming, design and art  
Modeling, texturing, rigging, and animation.

Environment/Prop Artist/Animator

4/2009 – 8/2010

TnT Gaming –Charleston, SC

Xavior The Mouse (NetBook – 2011)

Trinity Wars - Episode 1 (Xbox 360 – In Production)

Create, texture, rig, and animate 3D models including characters and environments  
Provide artistic direction for storyline as well as environments  
Game engine integration from multiple formats to engine native

Contract Environment Artist

9/2008 - 12/2008

Mommy's Best Games - Remote

Weapon of Choice (Xbox 360 - 2008)

Responsible for the polish phase of original art work  
Created masks for import into game engine

## EDUCATION

Full Sail University, Winter Park, FL

Bachelor of Science in Computer Animation 2007

## SOFTWARE SKILLS

Maya

MEL

Unity

XNA

Photoshop

3d Studio Max

Illustrator

Zbrush

Motion Builder

Bodypaint 3d

Unreal