

Tim Stevenson

3D Artist

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Cleared for Top Secret information and granted access to Sensitive Compartmented Information based on a Single Scope Background Investigation (SSBI) completed on 03/12/2008.

Education:

Rensselaer Polytechnic Institute – Troy, NY
B.S. in Electronic Media, Arts and Communications
Graduated May 15th, 2004

Relevant Projects:

Defense Threat Reduction Agency Site Survey Team –

- Created a variety of interactive 3D environments for various US Government agencies
- Performed on all levels of content creation including collection/photography, texture creation, 3D modeling, and implementation of models in Unity 3D
- Used industry standard game and simulation modeling and texturing techniques to create numerous full models of real world government and civilian facilities
- Continued to develop simulation product using Unity 3D to meet customer needs and push the technology by adding additional functionality through scripting
- Rendered and composited videos using Adobe Premiere to demo 3D product capabilities

Looking GLASS –

- Helped develop Looking GLASS 3D training and simulation software using Kronos Engine
- Created full 3D environment of Ft. Pickett, VA MOUT (Military Operations in Urban Terrain) training site including all modeling and photo texturing
- Worked with creative and management team on production and marketing of Looking GLASS

Dark Harvest –

- Unreal Tournament 2004 modification focused on team play and combining elements of RTS and FPS games.
- Finalist, Phase 3 of the Nvidia/Epic Games “Make Something Unreal” Contest for best FPS Modification
- Acted in a leadership role organizing meetings and motivating team members
- Created two 3D environments including all models and textures as well as numerous weapons and structures
- Worked on game design team to create rules and overall feel of the game

Work Experience:

NEK: Advanced Securities Group – February 2009 – Present

- 3D Modeler & Graphics Specialist
- Continued Site Survey support of Defense Threat Reduction Agency producing interactive 3D environments
- Aided in the delivery and training of final survey product to end users

Camber Corporation – December 2006 – February 2009

- 3D Modeler & Graphics Specialist
- Produced high quality 3D models of real world facilities for DTRA, Site Survey Team
- Produce and present 3D content for Camber’s Looking Glass training and simulation product

Tutor for Middle School Student – July – December 2003

- Taught basic game design, Photoshop, Director, and Dreamweaver

EG&G Technical Services Inc. – June – August 2000; May – August 2001

- Head graphic designer for 300 M Street office, Washington, DC (2001)
- Provided graphical support services for the Naval Sea Systems Command, Washington Navy Yard
- Responsible for designing and creating presentation material, photo editing, and printing of various materials

Skills:

Ability to use the following software:

3D Studio Max, Adobe Acrobat, Director, Dreamweaver, Illustrator, Photoshop, Premiere, AutoCAD Architecture, Maya, Microsoft Office, Mudbox, Quark Express, Roadkill, Unity 3D, UnrealEd (Unreal Tournament Editor Software), Windows and Mac Operating Systems, and more

Scripting knowledge of JavaScript, HTML, and CSS

Training in traditional art forms including advanced level classes in painting, still life drawing and figure drawing

Communication ability including knowledge of various computer systems as well as oral and written presentation skills

For work samples, please go to www.emptyspaces.us