

# Tim Stevenson

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**Education:** Rensselaer Polytechnic Institute – Troy, NY

B.S. in Electronic Media, Arts and Communications  
Graduated May 15th, 2004  
3.44 GPA (Dean's List)

**Relevant Projects:** Looking G.L.A.S.S. –

- 3D training and simulation software using Kronos Engine
- Photo textured 3D mockups of sensitive real life government and civilian facilities
- Includes flythrough/walkthrough capability as well as full force on force (FPS) training

Duties:

- Created full 3D environment of Ft. Pickett, VA MOU (Military Operations in Urban Terrain) training site including all modeling and photo texturing
- Work with creative and management team on production and marketing of Looking Glass software
- Animation work includes scripted demo of force on force capability within Looking Glass

Dark Harvest –

- Unreal Tournament 2004 modification
- Focuses on team play
- Combines elements of real time strategy and first person shooter games.
- Finalist, Phase 3 of the Nvidia/Epic Games “Make Something Unreal” Contest for best First Person Shooter Modification
- Website at [www.emptyspaces.us/DarkHarvest/](http://www.emptyspaces.us/DarkHarvest/)

Duties:

- Acted in a leadership role organizing meetings and motivating team members
- Created two complete 3D environments including all map models and textures
- Worked on game design team to create rules and overall feel of the game
- Created weapon and building models, and acted as lead texture artist

**Experience:** Camber Corporation – December 2006 – Present

- 3D Modeler & Graphics Specialist
- Produce high quality 3D models of government and civilian facilities for Defense Threat Reduction Agency
- 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, Illustrator, Photoshop, Premiere, Macromedia Director, Dreamweaver, Maya, Microsoft Office, Quark Express, UnrealEd (Unreal Tournament Editor Software), Windows and Mac Operating Systems, ZBrush, and more

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

Communication skills including knowledge of various computer-mediated communications systems as well as oral and written presentation skills

For work samples, please go to [www.emptyspaces.us](http://www.emptyspaces.us)