

TIM BOX

DIGITAL ARTIST | WWW.TIMBOX3D.WEEBLY.COM WWW.LINKEDIN.COM/IN/TIMBOX3D

OBJECTIVE

Since leaving school, I have experienced a range of different workplaces. From working on film sets and big budget 3D animated and visual effects heavy films, to working with members of the public and to even working one on one with giant snakes and lizards.

I love being challenged and I love to learn.

Working in such varied workplaces has taught me how to adapt and to always find a way to get the job done.

CONTACT



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EXPERIENCE

DIGITAL ARTIST • ANIMAL LOGIC • APRIL 2015 – CURRENT

While at Animal Logic, I worked as a digital artist in Surfacing and Look-Development. I worked on a number of short, feature length 3D Animated films, and Visual Effects projects. I was also part of a team that tested newly developed software, providing feedback to aid in further development of the software.

I also conducted presentations and tutorials for high school age work experience students.

CASUAL CREW MEMBER • EVENT CINEMAS • JUNE 2011 – APRIL 2015

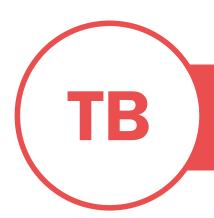
As a crewmember at Event Cinemas, my main duties were to aid in customer service and to work in the kitchen as a cleaning hand and a chef. I would on occasion aid in stock take and accepting deliveries.

CASUAL CREW MEMBER • MCDONALD'S CORPORATION • FEBUARY 2008 – JUNE 2011

My time spent at McDonalds was primarily focused on customer service by working on the front counter cash registers and drive through stations.

ACTOR • JOAN GIBSON AGENCY • 2006 - 2011

During my time with the Joan Gibson Agency I worked as a professional actor on a number of commercials, television shows and training videos.



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SKILLS

As a professional digital artist, I specialize in Surfacing and Look Development.
As a result, I have a very sharp eye for the fine details.
Especially when creating photorealistic textures.

I can lead a team while also being a team player. I also have no trouble receiving instruction and criticism while also providing it.

Being a strong team player, I am immediately willing to help on a task and to train others in the team.

I am strong willed and will not break easily under pressure.

I continuously push myself to learn as much as I can to always improve upon my skillset.

EDUCATION

ADVANCED DIPLOMA IN SCREEN AND MEDIA • 2013 - 2014 • ACADEMY OF INTERACTIVE ENTERTAINMENT, SYDNEY Specializing in 3D Animation and visual Effects for Film

CERTIFICATE IN CREATIVE INDUSTRIES (MEDIA) • 2012 •

ACADEMY OF INTERACTIVE ENTERTAINMENT, SYDNEY

3D Animation Foundations

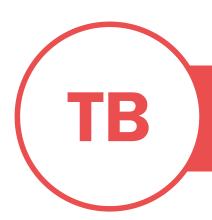
CERTIFICATE IN BUSINESS STUDIES • 2011 • ULTIMO COLLAGE, TAFE

CERTIFICATE IN ANIMAL SCIENCES • 2008 - 2009 • ULTIMO COLLAGE, TAFE

CERTIFICATE IN ENTERTAINMENT • 2006 - 2007 • ST LEO'S CATHOLIC COLLAGE, TVET

AWARDS

THE DUKE OF EDINBURGH'S AWARD • 2007 • Bronze Award



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REFERENCES

Jean Pascal LeBlanc

* Animal Logic
Surfacing & Look Development
Supervisor

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Nerys Lincoln

* **Animal Logic** Surfacing & Look Development **Project Lead**

- Lego Batman, Peter Rabbit

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Carl Prud'homme

* Animal Logic
Surfacing & Look Development
Project Lead
Lego Ninjago, Peter Rabbit 2
Contact:

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VOLUNTEER EXPERIENCE

VOLUNTEER ZOOKEEPER • FEB 2008 - SEP 2012 • TARONGA PARK ZOO

As a volunteer zookeeper I fulfilled many of the tasks in which a regular zookeeper would undertake.

Working in the Herpetofauna and Live food breeding division I would aid in food preparation, cleaning of enclosures, feeding the animals, aid in the transportation of animals and aid in animal talks and demonstrations.

LEADERSHIP EXPERIENCE

DIRECTED A SHORT FILM • MAY 2014 - JUNE 2016 •

During my time studying at the Academy of Interactive Entertainment, I wrote and directed a short film called Chalk Dust. As such I was in charge of leading my team, which even included some members in other countries, to accomplish the final vision for the project. At the completion of the film, it was accepted into a number of festivals and was even a finalist.