

# Timothy P. Mack

## **OBJECTIVE:**

To use the skills I have cultivated in a creative ways, to help others learn what I have, and to expand my knowledge and abilities in the field of 2D art, 3D art and video effects.

## **EMPLOYMENT:**

2007 – Spring Professor of Visual Effects, *Burlington College*, Burlington, VT

Taught students how to use Adobe's Aftereffects,  
Created class content, tutorials and arranged guest speakers,  
Pushed students to attain professional level results.

2006-2007 Effect artist and 3D modeler, *Edgewood Studios*, Rutland, VT

Model, Texture, Rig, and Animated for Feature Film,  
Created Special Effects and Web Page updates,  
Produced Graphic Design and Poster Art.

2005-present Web Designer and Graphic Artist, *HostPlanet.us*, Brandon, VT

Design web pages and logos,  
Client interaction and marketing,  
Create content for web pages.

2000-present Artist, *DigitalMack.com*, Winsted, CT

Conceptualize client ideas (both in 2D and 3D),  
Create art for small businesses and online clients,  
Teach classes in a wide array of subjects ( including Photo shop / After Effects and Maya).

## **EDUCATION:**

2003 BFA in Computer Animation, Concept/3D Modeling concentration

*The Atlanta College of Art (SCAD)*, Atlanta, GA

Relevant courses: Modeling in Maya, Motion Graphics, Illustration,  
Figure Drawing, Video Production, History.

2002 Drawing and Printmaking courses

*Scuola Internazionale Di Grafica*, Venice, Italy

1999 Associates Degree in Computer Electronics & Networking

*Fox Institute of Business*, Hartford, CT

## **KNOWN PROGRAMS:**

Maya, After Effects, Photoshop / Illustrator,  
Painter X, Body Paint 3D, Dreamweaver,  
Alias Sketchbook, ZBrush 3, Windows & Mac Platforms.

## **PROJECTS:**

3D molder / animator / special effects artist on the full length movie “*Illegal Aliens*” made at Edgewoodstudios.com, VT;  
Instructor at the Chafe Arts Center in Photoshop, Rutland, VT;

Concept art and prop production artist for “A Cinderella Story” stage play, Rutland, VT;

Concept Artist for the independent film “Nogara”, being produced by Take Hold Films, Providence, RI;

Molder /Texture artist for a Unreal 2004 MOD called “Echoes Of Glory”, Atlanta, GA;

Concept artist and illustrator for children's toy designer, Atlanta, GA.