

Timothy P. Mack

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OBJECTIVE:

To become a key part to team of creative and talented people.

EMPLOYMENT:

Assistant Manager with Show time Pictures operations at Cirque Du Soleil

Show time Pictures / Cirque Du Soleil 'Kooza' Tour, April 2008 - present

- Assume command of the operations when the manager takes days off;
- Responsibility for sales;
- Assist in Interviews and training of new employees;
- Opening and close the operations booths (recording and collecting of daily receipts);
- Organize the set up and tear down of show times operations at 'Kooza'.

Web Designer and Graphic Artist HostPlanet.us Brandon, VT, 2005-2008

- Designed web pages;
- Design logos;
- Search Engine Optimization (SEO).

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

- Create visual art (concept, illustration and graphic design) for a wide range of clients;
- Produce original work for client-specific needs;
 - Conceived and produced props for *A Cinderella Story* produced at The Paramount Theatre, Rutland, VT;
 - Concept artist for the independent film *Nogara*, produced by Take Hold Films, Providence, RI;
 - Modeler/Texture artist for an Unreal 2004 MOD called *Echoes Of Glory*, Atlanta, GA;
 - Concept artist and illustrator for children's toy designer, Atlanta, GA.
- Taught classes in an array of subjects;
 - Photo shop at the Chafe Arts Center in Rutland, VT;
 - After Effects and Maya to private students.
- Designed and coded web pages and word press sites.

Adjunct Professor of Visual Effects Burlington College , Burlington, VT, Spring 2007

- Taught students how to use Adobe Aftereffects;
- Created class content, tutorials and arranged guest speakers;
- Challenged students to attain professional-level results.

Effect Artist and 3D Modeler Edgewood Studios, Rutland, VT, 2006-2007

- Modeled, textured, and rigged props and characters for full-length feature film animation, *Illegal Aliens*;
- Generated original special effects;
- Maintained studio web page;
- Produced design work for film advertisement and packaging.

EDUCATION:

- BFA in Computer Animation, Concept/3D Modeling concentration;
The Atlanta College of Art, Atlanta, GA 2003
Relevant courses: Modeling in Maya, Motion Graphics, Illustration, Figure Drawing, Video Production, History.
- Drawing and Printmaking courses;
Scuola Internazionale Di Grafica, Venice, Italy 2002
- Associates Degree in Computer Electronics & Networking;
Fox Institute of Business, Hartford, CT 1999

PROFICIENT IN THE FOLLOWING:

Photoshop and Illustrator (CS3)
After Effects
Painter X
Dreamweaver (CS3)
Alias Sketchbook

Maya 3D
Windows & Mac Platforms
Body Paint 3D
ZBrush 3
Photography (Nikon D200 camera with SB800 flash)

Additional Skills/Hobbies

Fire Spinning
Fire Eating

Contact Juggling
Sword Dancing