

Timothy P. Mack

Email: tim@digitalmack.com
Web Page: DigitalMack.com

OBJECTIVE:

To use the skills I have learned in a creative ways, to help other learn what I have, and to expand my knowledge and ability's in the field of art.

EMPLOYMENT:

- 2007 Spring Professor of Visual Effects, *Burlington collage*, 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 / animator , *Edgewood Studios*, Rutland, VT
Model, Texture, Rig, and Animate for Feature Film
Create Special Effects and Web Page updates
Graphic Design and Poster Art
- 2005-present Web Designer and Graphic Artist, *HostPlanet.us*, Brandon, VT
Design web pages and logos
Create content for web pages
- 2000-present Freelance Artist, *DigitalMack.com*, Burlington, VT
Conceptualize client ideas (both in 2D and 3D)
Create freelance art for small businesses and on line clients
Teach classes in a wide array of subjects (Photo shop / After Effects / Maya + more)

EDUCATION:

- 2003 BFA in Computer Animation, Concept/3D Modeling concentration
The Atlanta College of Art, Atlanta, GA
Relevant courses: Modeling in Maya Motion Graphics
Illustration Figure Drawing
- 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	Body Paint 3D	Dream Weaver
Sketchbook	Sky Matters – Mudbox 1.0	Windows & Mac

PROJECTS INVOLVED WITH:

3D molder / animator / special effects artist on the full length move “*Illegal Aliens*” made at Edgewoodstudios.com, VT;
Instructor at the Chafe Arts Center for a class in Photoshop, Rutland, V T;
Concept art and prop production 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 an Unreal 2004 MOD. “Echoes Of Glory”, Atlanta, GA;
Concept artist for Toys, Atlanta, GA.