

Tim Downs

Animator, rigging artist

(480) 665-9367

timdowns@timdowns.info

PROFILE

Developer-artist hybrid with an eye for design and an affinity for technical development.

EXPERIENCE

Feb 2023 - Present: AgentRedGirl - Rigging Artist

- Autodesk Maya proficiency
- Rigging (Custom and Advanced Skeleton auto-rig proficiency)
 - Weight painting (Maya native and NG Skin Tools)
 - nHair, nCloth dynamics
 - Corrective shape sculpting and driving
 - Biped, quadruped, and prop character rigging
- Scripting and automation (MEL and Python)
- Researching and developing solutions to complex deformation issues such as multilayered body mechanics and skin sliding.

Nov 2022: Orc Game Animation Rig

- Autodesk Maya and Unreal Engine 4

Oct 2021: Coolio Animation Rig

- Blender 3D (Fully custom rig)
- Scripting and automation (Python)

Aug 2019: Zelda CDi Reanimated Collaborative Project

- Blender 3D / Grease Pencil
- Krita

Oct - Dec 2014: Change Healthcare

- Clerical and customer service duties with additional responsibilities.

EDUCATION

Aug 2019 - May 2023: Arizona State University

Ira A. Fulton School of Technology

Bachelor of Science in Graphic IT, Focus: 2D/3D Animation, Cum Laude

CONTACT

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