

Tim Jones

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www.seraph3d.com

Experience

Industrial Light & Magic (San Francisco, CA)	8/16 – 3/19
Lead Environment Artist	
Pixomondo (Santa Monica, CA)	12/13 – 7/16
CG Supervisor	
Digital Domain (Venice, CA)	8/08 – 12/13
CG Supervisor	
Blur Studio (Venice, CA)	11/03 – 8/08
CG Supervisor	

Qualifications

Skills

- Instructor for Gnomon Workshop. Taught courses in environment creation, environment lighting and compositing.
- 14 years experience supervising teams of artists.
- 12 years experience in Maxscript. Writing tools and developing pipelines.
- Bidding and scheduling projects.
- Strong knowledge of Vray and its inner workings (beta tester since 2001).
- On set vfx supervision.

Software

- 3ds Max, Maya, Clarisse, Zbrush, Unreal Engine, Speedtree, UVLayout
- Nuke, Digital Fusion
- Mari, Substance Painter, Photoshop

Education

Larence Technological University, Southfield, MI
Fall 1997 – Spring 2002
Bachelor of Science in Architecture
Bachelor of Fine Arts in Illustration

Publications

3D World Magazine (issue 111) Personal artwork featured
3D Artist Magazine (issue 43) Personal artwork featured
Prime (3dtotal Publishing) Personal artwork featured
Elemental 2 (Ballistic Publishing) Professional artwork featured
The 3dsMax Bible (various years) Personal artwork featured