



ANIMATOR, RIGGER, TECHNICAL ARTIST  
timdowns@timdowns.info  
480-665-9367

## PROFILE

Developer-artist hybrid with an eye for design and a mind for technical development. Experienced in 2D and 3D digital animation in multiple pipelines and styles.

## WORK EXPERIENCE

### **DMFA, Inc.**

Rigging, weight painting, and nHair dynamics setup for web series animation.

### **Change Healthcare & Ice House Productions**

Clerical and customer service duties with additional office responsibilities.

### **Personal and Volunteer Projects**

Animator for fan-made community project Zelda CD-i Reanimated with strict deadlines and professional direction.

Published character rig titled Coolio for Blender 3D animation.

## SKILLS

### **Autodesk Maya**

Modeling  
Rigging  
Scripting/Automation  
Animation

### **Blender**

Modeling  
Rigging  
2D and 3D Animation  
Scripting/Automation  
Shading and Rendering

### **Adobe CC**

Photoshop - Image manipulation/editing  
Illustrator - Graphic design and content organization  
After Effects - Compositing and motion graphics with some JavaScript expression experience

### **Scripting Languages**

MEL  
Python  
HTML/CSS

## EDUCATION

### **Arizona State University Ira A. Fulton School of Technology**

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

## AWARDS & HONOURS

### **Chandler-Gilbert Community College**

President's Scholarship  
Honor's Society  
Phi Theta Kappa

### **Arizona State University**

Graduate Cum Laude  
Multiple Dean's List Acceptances

## CONTACT

**Portfolio:** timdowns.info  
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### **Social Media**

linkedin.com/in/timdownsanimation  
youtube.com/c/TimDownsAnimation