

## **Tim Sienold**

3D Architectural Visualization  
Motion Graphics Artist

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### **Education:**

Associates Degree Computer Animation/Media Arts - The Art Institute of Philadelphia – grad. 1999

### **Professional Experience:**

#### **March 2002 - Present - Freelance Computer Graphics**

- Obtaining clients from local developers and design firms to larger nationwide corporations. Working on projects ranging from Architectural Visualization, motion graphics marketing videos, and camera tracking, compositing 3d into video.

#### **January 2007 – June 2011- Architectural Rendering- Splat Productions - Philadelphia, PA**

- Worked as lead 3D artist, handling multiple projects when necessary, completing large and small scale 3D architectural projects, as well as assisting in website creation in Dreamweaver, Flash and Wordpress.
- After a year, took on responsibility of recommending software and hardware upgrades on PC systems, giving project quotes for the bidding/contract process, coordinating acquisition of necessary materials to begin/complete projects, as well as taking on the role of Project Manager, delivering status updates ensuring all expectations were met or exceeded.
- Managed one intern and two other 3d artists on several large scale animations, still renderings and real-time 3D projects for TD Bank and Lockheed Martin.
- Gained extensive experience in Adobe After Effects compositing 3D animation and render elements, time remapping, voiceover/music syncing and motion graphics.
- Continued to expand skill set learning Dreamweaver and Flash in order to accommodate new business.

#### **March-2000 – March 2002\_– CadRender - 3D Artist and Animator - Wilmington, DE**

- Managed 3D architectural rendering projects from start finish under tight deadlines, responsible for all aspects of the rendering process, modeling, lighting and texturing
- Doubled production from 1 - 2 projects per week to 3 - 5 projects per week, working 65 - 75 hour weeks.

### **Skills:**

3D Architectural modeling; lighting; texture mapping; 3D animation; 3D compositing; video & sound editing; motion graphics

### **In-Depth Knowledge of the following programs:**

3D Studio Max 2012, V-Ray 1.5 SP6, Adobe Photoshop CS5, Adobe After Effects CS5

### **Experience with the following programs and skills:**

Dreamweaver CS5, Adobe Illustrator CS5, Flash CS5, C4 Game Engine, Unity 3D Game Engine, Wordpress, Autocad Adobe Encore, Sonic Dvdit Pro, Adobe Sound Booth, Adobe Media Encoder.

### **Selected Highlights:**

- Completed a series of 10 interior renderings with 12 options, totaling 22 different images, in 3 weeks working 17 hour days and with modeling assistance on two spaces. Utilized region renders and distributed network rendering to complete the renders in time for the deadline.
- In recent experience, taught myself various techniques in two game engines, C4 and Unity 3d, as well as a Camera Tracking software, Syntheyes, in order to complete new projects.