

# TIMOTHY ANDREW WILSON

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I'm an industry veteran with team leadership experience, specializing in environment art and visual design.

Formally trained in Fine/Studio Arts, I've enjoyed a diverse creative career, sopping up a wide knowledge of art production along the way.

Experienced with the Unreal Engine since 2000, I've also worked with Lithtech, various Flash implementations and idTech5.

In my work I use Adobe's Creative Suite (i.e. Photoshop, AfterEffects, Flash) Modo and Zbrush - though I've worked professionally in Lightwave, 3dsMax and Mudbox.

## EXPERIENCE

### (2011-2012) FREELANCE ARTIST & DESIGNER

- ▶ created concepts, models and materials for a Flash-based isometric 2d game.
- ▶ produced 3d models, materials and textures for several small projects slated for Android and iOS platforms.
- ▶ actively sought and created a whole mess of nickel and dime projects for print and web, creating illustration, motion graphics and 3d sundry.
- ▶ spent considerable time pursuing print-making, painting and photography, exhibiting and promoting resultant work.

### (2010-2011) ESCALATION STUDIOS - WORLD ARTIST & LEVEL DESIGNER

- ▶ worked with the id Tech 5 engine and assisted in developing an appropriate art pipeline.
- ▶ collaborated in the design and creation of cooperative multiplayer levels.
- ▶ designed and modeled vehicle-optimized competitive multiplayer maps.
- ▶ created 3d and texture assets for Rage MP and other internal projects.

### (2006-2010) GEARBOX SOFTWARE - ENVIRONMENT ART DIRECTOR

- ▶ collaborated in creating the hand-painted Borderlands art style and provided practical documentation of technique and process.
- ▶ cocreated visual design department to correct a lack of communication with other departments, particularly Level Design.
- ▶ worked directly with Creative Director to determine standards for level styling and art direction.
- ▶ contributed props, modular mesh-sets, textures, materials and particle FX to Borderlands and Aliens; organized and maintained related engine packages.
- ▶ worked with the Art Producer and Lead Designer to determine art needs and production schedules whilst maintaining a cheery adherence to the constraints of both time and technology.
- ▶ constructed level vignettes and 'template' areas to facilitate rapid level creation.
- ▶ led the environment art team on both Borderlands and Aliens: I assigned tasks, supervised production and provided feedback and mentorship when needed.
- ▶ reviewed and integrated contributions from outsourcing; collaborated on the generation of style and 'best practice' guides for external talent.
- ▶ crafted game design documents for Borderlands and to a lesser extent, Aliens: CM.
- ▶ contributed textures, materials and decorative meshes to other internal projects -- the latter of which usually occurring in a climate of great and near-comical panic.

### (2001-2006) 3D REALMS - ENVIRONMENT ARTIST & LEVEL DESIGNER

- ▶ created world textures, environment props, interactive meshes and particle effects.
- ▶ implemented dynamic shader-driven damage states for most environment assets.
- ▶ propelled art production with the creation of level vignettes and worked with designers to determine art requirements and fundamental themes.
- ▶ actively participated in developing systems for skeletal animation, material editing, bsp-patch construction, mesh painting and physics simulation.
- ▶ provided ongoing Quality Assurance for Apogee funded external projects, i.e. Max Payne and Prey.

## EDUCATION

### BA, UNIVERSITY OF SOUTH FLORIDA

- ▶ 1996, Cinematography, Fine Art

### AA, ST. PETERSBURG COLLEGE

- ▶ 1994, Liberal Arts, Interdisciplinary Program