

Tim Stevenson

3D Artist

Email Address:
tim@emptyspaces.us
Phone: (703) 722-6485

Home Address:
612 Duke Street
Alexandria, VA 22314

Cleared for Top Secret information based on a
Single Scope Background Investigation (SSBI).

Education:

Rensselaer Polytechnic Institute – Troy, NY
B.S. in Electronic Media, Arts and Communications
Graduated May 15th, 2004

Relevant Projects:

Defense Threat Reduction Agency - Constellation Program, J9 (Current) –

- Create and distribute 3D environments for a variety of DTRA customers
- Implement new features through scripting across a wide variety distribution platforms to include Flash 3D, standalone executable, WebGL, and 3D PDF
- Use industry standard techniques and software to create realistic and information rich simulation experiences
- Expand Constellation Program reach and effectiveness by strategizing novel applications for 3D data usage and implementation

Defense Threat Reduction Agency - Contingency Operations Survey Branch, J3 –

- Used industry standard game and simulation modeling and texturing techniques to create numerous full models of real world government and civilian facilities for various US Government agencies
- Created a variety of interactive 3D environments and performed on all levels of content creation including collection/photography, texture creation, 3D modeling, and implementation of models in Unity 3D
- Continued to develop simulation product using Unity 3D to meet customer needs and push the technology by adding additional functionality through scripting
- Rendered and composited videos using Adobe Premiere to demo 3D product capabilities

Looking GLASS –

- Helped develop Looking GLASS 3D training and simulation software using Kronos Engine
- Created full 3D environment of Ft. Pickett, VA MOUT (Military Operations in Urban Terrain) training site including all modeling and photo texturing
- Worked with creative and management team on production and marketing of Looking GLASS

Dark Harvest –

- Finalist, Phase 3 of the Nvidia/Epic Games “Make Something Unreal” Contest for best FPS Modification
- Acted in a team leadership role, created numerous 3D assets, and worked on game design and mechanics

Work Experience:

Cubic Corporation – September 2014– Present

- 3D Modeler
- Work in support of Defense Threat Reduction Agency, Constellation Program, J9
- Produce and distribute 3D interactive environments for various DTRA customers

Cubic / NEK Services (Formerly The Macalan Group / NEK: ASG) – February 2009 – September 2014

- 3D Modeler
- Continued support of DTRA, CRSB producing interactive 3D environments
- Aided in the delivery and training of final survey product to end users

Camber Corporation – December 2006 – February 2009

- 3D Modeler & Graphics Specialist
- Produced high quality 3D models of real world facilities for DTRA, Contingency Operations Survey Branch
- Produce and present 3D content for Camber’s Looking Glass training and simulation product

EG&G Technical Services Inc. – June – August 2000; May – August 2001

- Head graphic designer for 300 M Street office, Washington, DC (2001)
- Provided graphical support services for the Naval Sea Systems Command, Washington Navy Yard

Skills:

Ability to use the following software:

3D Studio Max, Adobe Acrobat, Director, Dreamweaver, Illustrator, Photoshop, Premiere, AutoCAD Architecture, Maya, Microsoft Office, Mudbox, Quark Express, Roadkill, Unity 3D, UnrealEd (Unreal Tournament Editor Software), Windows and Mac Operating Systems, and more

Scripting knowledge of JavaScript, HTML, and CSS

Training in traditional art forms including advanced level classes in painting, still life drawing and figure drawing

Communication ability including knowledge of various computer systems as well as oral and written presentation skills

For work samples, please go to www.emptyspaces.us