

# Tim Stevenson

## 3D Artist

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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:

- Federal Bureau of Investigation (FBI) – Contingency Response Survey Team, WMD Directorate (Current) –
- Collect, create, and distribute detailed recapture and recovery products for FBI, local law enforcement, and civilian guard forces
  - Create true one-to-one architectural drawings of real world facilities using AutoCAD Architecture
  - Photograph, measure, and collect critical infrastructure data on-site at various facilities
  - Implement modernization and efficiency changes through scripting to automate processes, saving significant working time and reducing errors
- Defense Threat Reduction Agency - Constellation Program, J9 –
- Created and distributed 3D environments and information rich simulation experiences
  - Implemented new features through scripting across a wide variety distribution platforms to include Flash 3D, standalone executable, WebGL, and 3D PDF
  - Expanded 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 and scripts in Unity 3D
  - Rendered and composited videos using Adobe Premiere to demo 3D product capabilities
- Looking GLASS –
- Developed Looking GLASS 3D training and simulation software using Kronos Engine as part of creative team
- 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:

- Survey Analyst – Cubic Corporation – April 2016 – Present
- Work in support of Federal Bureau of Investigation (FBI), Contingency Response Survey Team, WMD Directorate
  - Collect and create recapture and recovery documents and architectural plans for FBI and local law enforcement
- 3D Modeler – Cubic Corporation – September 2014 – April 2016
- Work in support of Defense Threat Reduction Agency, Constellation Program, J9
  - Produce and distribute 3D interactive environments for various DTRA customers
- 3D Modeler – Cubic / NEK Services (Formerly The Macalan Group / NEK: ASG) – February 2009 – September 2014
- Continued support of DTRA, CRSB producing interactive 3D environments
  - Aided in the delivery and training of final survey product to end users
- 3D Modeler & Graphics Specialist – Camber Corporation – December 2006 – February 2009
- 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
- Graphic Designer – EG&G Technical Services Inc. – June – August 2000; May – August 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](http://www.emptyspaces.us)