

# Tim Lewis

3D artist

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## Experience

### *Freelance*

*Self-employed*

July 2012 - Current

Created 3D models, textures, sculpts, and product renderings tailored to clients such as Adidas.

### *Digital Content Developer*

*Modea*

September 2011 - February 2012

Modeled, textured, and rendered smartphones as marketing demonstrations for T-Mobile.

Worked with a team of developers to create web-based Flash applications that emulated smartphone operations for Verizon Wireless and T-Mobile customers and technical support call centers.

Worked under art director to produce assets and models used in advertising pitches targeted at Fortune 500 companies.

## Education

East Tennessee State University, Johnson City, TN  
Bachelor of Science in Digital Media (2011)

## Skills

*3D Modeling* - Skilled in creating high & low polygon meshes with both organic and hard surface topology.

*Rendering & Lighting* - Experienced in setting up image-based and traditional lighting inside of real-time and precomputed scenes.

*Texturing* - Accomplished in using both digital painting and photomanipulation to create textures for 3D assets.

*Digital Sculpting* - Skilled in creating and detailing high resolution meshes for texture and normal map generation.

## Software

- Autodesk Maya
- Autodesk Mudbox
- Unreal Engine 3
- Pixologic Zbrush
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Quixel Ndo 2

## Portfolio

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