

TIMOTHY BABB

HOUDINI TECHNICAL ARTIST

PIPELINE TA
PROCEDURAL TOOLS DEVELOPMENT

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ATLANTA, GEORGIA - UNITED STATES

DEMO: [HTTPS://YOUTU.BE/IO7VV3Q2K6C](https://youtu.be/IO7VV3Q2K6C) ~ WEBSITE: TIMOTHYBABB.COM ~ ARTSTATION.COM/TADIAN

PROCEDURAL HOUDINI HIGHLIGHTS

Developed procedural
terrain and
environment
generation systems in
Houdini

~
Built artist-driven
scattering tools with
custom UI controls

~
Created reusable
Houdini Digital Assets
(HDAs) for
environment
workflows

~
Implemented custom
solvers and tools using
VEX and Python

~
Designed procedural
systems for foliage,
rocks and architecture

~
FX systems including
RBD, SBD, Pyro,
Flip and Particle
Simulations

PROFESSIONAL SUMMARY

A Technical Artist and Senior 3D Generalist with over 10 years of experience developing procedural workflows, pipeline tools, and scalable asset systems for VFX and real-time production. Specialized in Houdini procedural systems, Python and VEX scripting, and pipeline tool development supporting artists and production teams. Proven track record collaborating with art and engineering teams to improve workflow efficiency and asset pipelines across feature film, games, and digital production environments.

EXPERIENCE

3D Generalist ~ Whiskytree

January '26 - Present

- ~ Developed procedural workflows for heightfields, cliff rocks, and other assets
- ~ Developed procedural HDAs to support production workflows
- ~ Developed tools for UV upscale and cutting for procedural UDIM conversions

3D Artist (Technical) ~ Meta (Reality Labs, Aquent)

March '24 - December '25

- ~ Developed and published Maya tools via the Maya Python API while collaborating with Art, Engineering, and Technical Art teams
- ~ Developed and fixed model topology, UVs, skin weights, manual LODs, and Substance Painter and ZBrush workflows, ensuring USD assets were assembled correctly for delivery
- ~ Trained coworkers on pipeline workflows and assisted in developing new workflows for the team

CORE TECHNICAL STACK

Houdini
Python
VEX
MEL
Maya
Maya Python API
Houdini Digital Assets
Pipeline Tools
USD
Unreal Engine
Substance Designer
Substance Painter
ZBrush
Mari
Topogun
Marvelous Designer
Quadspinner Gaea
Syntheyes
Nuke
After Effects
Photoshop
Illustrator

EDUCATION

Master of Social
Work (LMSW)
&
Bachelor of Arts
in Theatre
Performance
-
Wichita State
University



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EXPERIENCE

Senior Houdini Environment Artist ~ SpinVFX

May '22 - March '24

- ~ Created procedural 3D models of various elements, including terrain, buildings, props, and natural elements such as rocks, trees, foliage, and VDB cloud systems
- ~ Created procedural scattering system workflows with artistic Ucontrols
- ~ Created procedural tools including custom solvers using Python and VEX
- ~ Led artists in the environment department and assisted supervisors as needed
- ~ Worked on Antman Quantumania, Bad Boys 4, Rise of Red, and more
- ~ Lead Supervisor (August '23 - March '24)

Animation Program Director & Associate Director of the School of Digital Arts ~ Wichita State University

January '19 - May '22

- ~ Developed curriculum for (and taught) Animation I, Animation II, Animation III, Rigging, Computer Modeling, Compositing & VFX, and Introduction to Houdini
- ~ Led Houdini, ZBrush, and Substance Painter workshops
- ~ Developed the Animation Program Review
- ~ Managed studio projects for Spirit AeroSystems, Amcor, Sonic Boom, and The Weeb
- ~ Contributed to a university research project on additive manufacturing adoption, creating STEAM-focused animations
- ~ Faculty Advisor for Student Club – Animation Reel Coalition
- ~ Provided academic advising to students

Lead Environment Artist ~ Visionz Productions

June '13 - January '17

- ~ Created 3D models, textures, UV layouts, shading, lighting, and managed renders
- ~ Tracked 3D cameras for integration of CG and live-action plates
- ~ Produced digital matte paintings and 3D projections for environments and backgrounds
- ~ Composited final shots using 2D compositing techniques
- ~ Developed programmatic plugins and tools for custom effects and workflow automation
- ~ Conducted VDB research and development for title sequence workflows and tools

VFX Lead ~ 1 Byte Games

January '20 - May '22

- ~ Developed multiple AOE and projectile effects in Unreal Engine
- ~ Worked with the Programming Lead on FX implementation

Digital Projection Designer ~ Music Theatre Wichita

May '15 - August '17

- ~ Developed 3D character and environment look
- ~ Created 3D character rigs and animation
- ~ Created 3D models, textures, UV layout, shading, lighting, and rendering
- ~ Created 3D cloth, water, particle, pyro, FLIP, and fluid simulations
- ~ Produced digital matte paintings and 3D projections
- ~ Composited shots using 2D compositing techniques
- ~ Developed programming tools, including a UV tool