



## Timothy Babb

### Contact Information

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**IMDb:**

<https://www.imdb.com/name/nm1538157/>

**Art Station:**

<https://tadian.artstation.com/>

### Awards and Honors

- \* SAG/AFTRA member
- \* Member of SAG Awards Nominating Committee 2018
- \* Several Gnomon 3D Image Challenge Awards
- \* Mary Jane Teall Theatre Award - Special Merit for The Hunchback of Notre Dame - Digital Projections

## Work History

### Senior Houdini Environment Artist: SpinVFX (05-22 to Present)

- Creating procedural 3D models of various elements, including terrain, buildings, props, and natural elements like rocks, trees, foliage and vdb cloud systems.
- Creating procedural scattering systems with artistic controls.
- Develop USD workflows and systems.
- Creating procedural tools including custom solvers via python and vex coding.
- Leading artists in the environment department and assisting the supervisors as needed.
- Worked on Antman Quantumania, Big George Foreman, and other projects soon to release.
- Interim Lead Supervisor 08-23 to 03-24

### Animation Program Director & Associate Director of the School of Digital Arts: Wichita State University (01-19 to 05-22)

- Developed curriculum for Animation I, Animation II, Animation III, Rigging, Computer Modeling, Compositing & VFX, and Introduction to Houdini.
- Led Houdini, Zbrush, Substance Painter workshops.
- Developed Animation Program Review.
- Managed Studio Projects for Spirit Aero Systems, Sonic Boom and The Weeb project.
- Faculty Advisor for Student Club - Animation Reel Coalition.
- Provided Academic Advising to students.

### VFX Lead: 1 Byte Games (01-20 to 05-22)

- Developed multiple AOE FX in Unreal Engine.
- Developed multiple Projectile FX in Unreal Engine.
- Worked with Programming Lead on implementation of FX.

### School Social Worker: Wichita Public Schools (08-07 to 12-19)

- Provide support for students and families in preventing/deescalating suicide or crisis situations.
- Track attendance on all students and process truancy reports as needed.
- Coordinate and facilitate Special Education Evaluations, Re-evaluations and Social Histories.
- Contribute to multidisciplinary team meetings - Manifestation Determination Reviews and Child Study Team.
- Manage Food Bank program - identify malnourished students, maintain monthly reports and distribute food packets to students for each weekend.
- Provide therapeutic intervention services to adolescents, using individual and group counseling in a class setting in which grades are assigned.
- Administer, analyze and report findings of Social Skills Inventory pre and post-tests.
- Assist students with medical needs by drafting and developing accommodations for 504 plans.
- Track and update sending schools in regard to progress/due dates for students in the Free and Appropriate Education (FAPE) and Alternative Education Setting (AES) programs at Gateway Alternative School.
- Obtain and distribute resources and school supplies from the Operation School Bell program

# Timothy Babb

## 3D Programs:

Houdini

Substance Designer

Substance Painter

Maya

Zbrush

Unreal Engine

Vue

Syntheyes

Mari

Topogun

Onyx

Headus UV Layout

Marvelous Designer

World Machine

Global Mapper

Metashape

## Work History (cont.)

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### **Lead Environment Artist: A Visionz Production (06-13 to 01-17)**

- 3D Environment Look Development
- 3D modeling, texturing, UV Layout, shading, lighting and rendering
- 3D Camera Track
- 3D Water, particle, pyro, flip and fluid simulations
- Digital Matte Painting and 3D projections
- 2D compositing
- Computer Programming – Plugin Development for tools and effects
- VDB - Research and Development for Title Sequence pipeline

### **Teaching Faculty: Bethany College - Mindfire Academy (01-16 to 12-19)**

- Developed Curriculum and taught Acting for Animation
- Developed Curriculum and taught Introduction to Computer Animation Program

### **Digital Projection Designer: Music Theatre Wichita (05-15 -08-17)**

- 3D Character and Environment Look Development
- 3D Character Rigging and Animation
- 3D modeling, texturing, UV Layout, shading, lighting and rendering
- 3D Cloth, water, particle, pyro, flip and fluid simulations
- Digital Matte Painting and 3D projections
- 2D compositing
- Computer Programming – development for UV tool

### **Digital Projection Artist: Walnut Street Theatre (Contract, 2017)**

- 3D Fluid, Rigid Body and Particle Simulation
- 2D Compositing
- 3D Rendering

### **Odyssey Health Care Hospice, Inc. – Intern/Grief Counselor**

- Meet with family members of Hospice patients for grief counseling
- Maintain files for contact logs
- Assisted patients in enrolling in Medicare Drug program

### **COMCARE of Sedgwick County – Case Manager**

- Facilitate treatment services for clients with Family Consultation Services, Mental Health Association, Job Readiness Training and COMCARE
- Assisted clients to stay on task in classroom environments, created treatment plans, and obtained appropriate consents and release forms
- Met and maintained 100% productivity for billing standards

### **Juvenile Residential Facility – Corrections Officer**

- Assisted residents through daily schedules, prepared and administered daily medications and acted as lead staff in supervisory duties on rotating shifts

# Timothy Babb

## 2D Programs:

Photoshop

Illustrator

After Effects

Nuke

Media Composer

Vegas

Particular

Shine

Various Plug-ins

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## Education

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### **Masters in Social Work**

Wichita State University – 2007

### **Bachelor of Arts in Theatre**

Wichita State University - 2000

### **Academy of Art - San Francisco**

Editing Concepts

### **EdX (Certificates)**

- Introduction to Computer Science and Programming Using Python – 2017
- Introduction to Computational Thinking and Data Science - 2018

## Computer Animation Skills & Program Abilities

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- Understanding and knowledge of the 12 principles of animation.
- In-depth understanding of 3D FX, character & environment development, rigging & animation, Python & MEL scripting and plug-in development.
- 3D generalist knowledge of production pipeline starting development from concept sketches through final render.
- 2D generalist knowledge including compositing abilities, matte painting, traditional 2D perspectives knowledge, VFX, motion graphics and asset development and ability to integrate color space & linear workflows.