TIMOTHY FOSTER
DIGITAL ARTIST

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OBJECTIVE

A career in the entertainment industry that will use my new skills as a Texture/Lighting Artist and Modeler.

TECHNICAL QUALIFICATIONS

Proficient	Knowledgeable	Familiar	Platforms
Autodesk Maya	Autodesk Mudbox	Autodesk Motionbuilder	Windows XP/Vista/7
Adobe Photoshop	Final Cut Pro	Adobe Dreamweaver	Mac OSX
Adobe After Effects	Microsoft Office Suite	Adobe Encore	Linux
Adobe Premier Pro		Roxio DVDit Pro	

SKILLS

3D texture mapping, modeling, shading networks, compositing, photography and video skills, computer hardware, and management experience.

EXPERIENCE

The Cartographer's Stone (Student Film), 2009
Textured and UV mapped buildings and cars in a street scene in the film

The Next Big Thing (Current TV Podcast), 2007
Edited and co-directed a 7 minute podcast for Current TV.

Dirt (Student Film), 2007
Assisted with the editing, directing and lighting for the film.

EMPLOYMENT

Sony Electronics, Sales Representative, San Francisco, CA, Jun. 2008- Mar. 2009
Primary job was sales and assisting customers. I helped train customers on how to use camera, computers, and phones. I was the employee of the month at Sony within two months of hire and also helped train new employees.

Dell, Sr. Sales Representative, Pleasanton, CA, Nov. 2006-Jan. 2008
My primary responsibility was to interact with customers and sell our products. I helped train customers on how computers work and how to use them better and more efficiently. I was also in the Top 30 of sales representatives in the western region.

Six Flags, Warehouse Supervisor, Vallejo, CA Aug. 2004-Jul. 2007
I was a supervisor for the games warehouse. I led a group of employees in the warehouse to restructure and reorganize the warehouse which improved inventory counts and productivity.

EDUCATION

Ex'pression College for Digital Arts , Emeryville, CA, Jan. 2007-Sept. 2009
B.A.S. in Animation and Visual Effects