

Timothy F. Dwyer

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EXPERIENCE

Hunt's Photo & Video, Melrose, Mass. (Aug. 2006 - present)

EBay/E-commerce Associate

- Created eBay auctions for new and used photo and video equipment
- Photographed and posted products for auctions
- Conducted product research
- Processed customer orders and followed through with customer shipments

New York Film Academy, Cambridge, Mass. (Jul. 2006)

Maya TA

- Tutored beginning students on various aspects of Maya in one-on-one sessions

Wavelength Films, Toronto, Ontario (Feb. 2006 - Apr. 2006)

Art Director

- Led art direction and assisted with cinematography for film *First Draft*

Anzovin Studio, Amherst, Mass. (Jan. 2004 - Jul. 2005)

3D Computer Animator

- Animated shots for *G.I. Joe: Valor vs. Venom*, *Action Man: X Missions*, and *Faith of My Fathers*
- Animated cut-scene shots for *Charlie and the Chocolate Factory* video game
- Performed art direction, color, concept design, modeling, and sound editing for animated short *The Duel*

The Center For Research in Art and Technology, Amherst, Mass. (Feb. 2002 - Feb. 2004)

Computer Animation Production Assistant / 2D and 3D Design Intern

- Created 3D environmental design, texturing, and story boarding for computer animated short
- Performed 2D web site design and conceptual sketches for company website

Synapix Inc. , Lowell, Mass. (June 2001 - Aug 2001)

Beta Tester / QA / Lab Intern

- Beta tested point tracking application Synamatch
- Generated texturing and designs for interactive demo shown during SIGGRAPH 2001

The Big Machine Studios, Nashua, New Hampshire (May 1999-Sept 1999)

Computer Animation Intern

- Created short film using Lightwave software

EDUCATION

BFA, University of Massachusetts Amherst, 2003

Major: Studio Art; Concentration in Computer Art and Animation, Photography, and Graphic Design (2003)

SOFTWARE AND TECHNICAL SKILLS

Proficient in Maya, Photoshop, Illustrator, Dreamweaver, After Effects, Acid Pro, SoundForge
Some knowledge of Premiere, Vegas, FinalCut Pro