**239.246.6588.**

[**SporadicTim@gmail.com**](mailto:SporadicTim@gmail.com)

[**http://www.MullerAnimation.com/**](http://www.MullerAnimation.com/)

**Timothy Character Animator**

**Muller**



**Technical Skills**

-Character Animation

-Character Rigging

-Facial Animation/Rigging

-Motion Capture

-Timing and Staging

-Slow-Ins and Slow-Outs

-Arcs

-Secondary Actions

-Squashes and Stretches

**Program Skills**

-Autodesk Maya

-3Ds Max

-Adobe Photoshop

-Motion Builder

-Cortex

-Nuke

-Unreal Engine 4

-Epic Systems

**Resume Objective**

Dedicated Computer Animation graduate with 3 years experience in freelance, including proven strengths in character animation, team-based leadership, and project management, seeking an entry-level position with your studio/project.

**Lee Health – Financial Counselor**

**(January 2017 – Present)**

Verify pre-certification requirements, obtain authorizations, and accurately calculate patient insurance benefits for surgery, endoscopy, and obstetrics-based appointments; Update patient demographic information and confidentiality; Provide professional telephone service for companies, hospitals, co-workers, and patients.

**Animation Freelance**

**(April 2016 – June 2017)**

Sole 3D generalist for multiple NDA projects, primarily designing concepts and implementing Maya for modeling, rigging, and animations; Commission to design characters into an Unreal Engine 4 video game.

**3D Character Animator – Pivot Business Consulting**

**(August 2016 – March 2017)**

Construct animations for a variety of characters and styles; Team Leader for NDA project involving hi-res 3D models, character animations, and asset organization.

**Wal-Mart – Garden Sales Associate**

**(April 2015 – January 2016)**

Properly maintain the garden center by cleaning and organizing stock stations, nourishing plants pertaining to their specific needs, and serving store customers in a friendly, professional manner; Accepted department manager responsibilities during the fourth-quarter holiday season.

**Education**

**Full Sail University – (Aug. 2012 – June 2014)**

-Bachelors of Science in Computer Animation

-Valedictorian

**Honors/Awards**

**Full Sail University:**

-Valedictorian

-Advanced Achiever Award of graduating class.

-Course Director Award: Professionalism in Fundamentals of Animation.

-Course Director Award: Professionalism in Art II.

**Experience**