Timothy Weiser

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Work History

A **Riot Games , Motion Graphics Animator , Los Angeles , '15 - '16**

Worked on looping character animation, visual design, VFX, and motion graphics for the most-played computer game in the world. Additionally, directed campaign art and pitched ideas for future creative tactics. Besides being upheld to the lofty Riot standards of work quality, I created documentation and shared knowledge with coworkers outside of my team to make the product better as a whole.
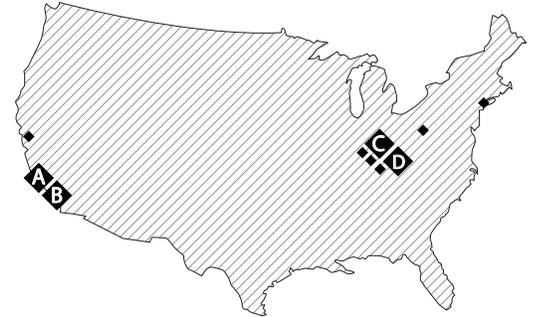
B **Freelance Motion Graphics Designer , Los Angeles , '14 - '15**

When I first moved to LA, I had the opportunity to travel between several studios in the city to assist where I was needed. I did animation and motion design in both 2D and 3D for TV, feature film, commercial graphics, and online advertising. The most challenging and rewarding aspect of freelancing is quickly jumping on a team, figuring out the climate in the office, and adjusting my work style to be most successful in a short period of time.

C **epipheo , Animator , Cincinnati , '12 - '14**

Following the mission of epipheo, I challenged myself to extract and tell the animated story at the heart of every company or person who is looking to do so. I made storyboards, illustrations, models, animations, and 3D renders to tell engaging stories in motion for a variety of clients. I worked in AfterEffects, Flash, Maya using keyframed and frame-by-frame techniques.

◆ **Past work . Assorted . '08 - '10**

Education

D **University of Cincinnati , School of (D)esign (A)rchitecture (A)rt and (P)lanning , Cincinnati , '07 - '12**

Graduated from Digital Design in the school of Design, Art, Architecture, and Planning (DAAP) with a 3.55 GPA. Curriculum is comprised of conceptual, experiential, motion, and interactive design. The cooperative education program gave me almost 2 years of job experience in vastly differing work and living environments around the country before graduating.

Skills

- Adobe CS
- Maya
- Cinema 4D
- HTML/CSS
- Animation
- Motion Graphics
- Art Direction

- AE Expressions
- VFX
- Web Design
- Layout Design
- Illustration
- Windows/Mac

Hobbies

- Snowboarding
- Racquetball
- Bike Riding

- Computer Gaming
- Exploring
- Camping

I want to find fulfillment in my work.

Technical achievement, helping my coworkers and audience, noticing growth in my craft, learning, and making someone laugh are all means to the same end. I challenge myself to make these my goals on every project.

My next job will be a huge challenge for me. I'll be using my knowledge from my broad experiences all over the country to help a company spread the joy of good design and the value of communication through their work. Most importantly, I'll be learning every day.