

Tim Collins Jr.

Oxnard, CA 93035

(805) 216-1873

timcollinsjr@gmail.com

timcollinsjr.com

Career Objective

My goal is to develop unique media experiences using clean and organized layouts, dynamic visual elements and intuitive user interactions.

Software Knowledge

- Adobe CS5
- Flash AS3
- Unreal UDK
- Source SDK
- Autodesk 3ds Max/ Maya
- MS Office

Education

The Art Institute of California – Los Angeles, Santa Monica, CA

Bachelors of Science: Game Art & Design

Work Experience

iD Tech Camps: Cal Lutheran University

3d Game Design Instructor

April 2012 – August 2012 (seasonal)

- Teaching 3D game design using a wide variety of game development tools
- Unreal Development Kit
- Portal 2/Half-Life 2 (Source SDK)
- Neverwinter Nights 2 toolkit

Transmersive Inc: 16530 Ventura Blvd. Suite 502 Encino, CA 91436

Media Production Manger

April 2011 – August 2011

- Managing a 6 member team, overseeing various video, audio, and interactive design projects
- Design and prototyping interactive media and product features
- Design print ads, one-sheets, and digital media campaigns

Collins Home Customizing

Painting Contractor

2002- present

- Interior/Exterior painting for residential and commercial buildings
- Faux and custom finishes
- All the duties of a self-employed painting contractor