

# TIM LEWIS - 3D ARTIST

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## Work Experience

### 3D Artist at Nerve Software

*August 2014 - November 2017*

Responsible for modeling, baking, and texturing game ready assets.

Worked with multiple artists to build, set dress, optimize, and debug environments for Call of Duty.

Developed content for Oculus VR on both low and high-end hardware.

Shipped Titles

- Call of Duty: Modern Warfare Remastered (2016)
- Call of Duty: Black Ops III PS3/X360 (2015)
- Burnstar (2015)
- Call of Duty: Advanced Warfare DLC (2015)

### Freelance 3D Artist

*September 2012 - August 2014*

Worked with Adidas to create production quality 3D models, sculpts, and product renders.

### Digital Content Developer at Modea

*September 2011 - February 2012*

Created models, textures, and renders of smartphones for T-Mobile marketing demonstrations.

Collaborated with a team of developers to create web-based Flash applications that emulated smartphone operations for Verizon Wireless and T-Mobile.

## Skills

- High/low poly modeling, sculpting, baking, and texturing for environment props and landscapes.
- Experience propogating assets and world building using level editing software.
- Versed in optimizing content to work within memory and performance budgets.
- Ability to learn new tools, software, and techniques in a quick and timely manner.

## Software

Autodesk Maya

Pixologic Zbrush

xNormal

Allegorithmic Substance

Adobe Photoshop

Quixel Suite

Radiant (Call of Duty)

Unreal Engine 4

Perforce

## Education

Bachelor of Science in Digital Media (2011)

*East Tennessee State University, Johnson City, TN*