

# TIM SKELLY

## *Resume*

### TOOLS SKILLS

Adobe Photoshop	Motion Graphic Design
Adobe After Effects	Compositing
Adobe Illustrator	DVD Authoring
Adobe Premiere	Data Transcoding
SONY Vegas	Film and Video Editing
SONY DVD Architect	Sound Design and Editing
Sound Forge	3D Modeling and Animation
	Drawing and Painting

### JOBS

#### **Self-employed, 1996-Present, Motion Graphic Designer**

#### **Microsoft Research, 1992-1996 Researcher, User Interface Research Group**

Design and implementation of prototype 3D desktop interfaces  
Interactive Entertainment Project / IntEnt: Project Leader — Design of game, character behavior and control  
Persona Project / Peedy the Parrot: character design, real time animation system design  
UTOPIA Project / Microsoft BOB: project consultant, character design and behavior

#### **SEGA Technical Institute, 1991-1992 Art Director**

Supervised American and Japanese art teams for all projects  
Designed, modeled, rendered and wrangled 3D art elements for games

#### **Incredible Technologies, 1985-1991 Art Director**

Supervised artists for all projects  
Created game art, game design  
Programmed games  
Designed new generation of MechWarriors for FASA Corporation

### EDUCATION

Course studies, Los Angeles Art Academy/Associates in Art, 2000  
Bachelor of Science, Radio, Television and Film, 1973  
Northwestern University, Evanston, Illinois  
Course studies, Chicago Academy of Fine Arts, 1972

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## REFERENCES

**Rob Engle, Sony Pictures Imageworks**  
Computer Graphics Supervisor  
Phone number and email address  
on request.

**Elaine A. Hodgson, Incredible Technologies**  
President & CEO  
(847) 870-7027  
eahodgson@itsgames.com

**Jim Kajiya, Microsoft Corporation**  
Director of Research  
(206) 703-5682  
kajiya@microsoft.com

## CONTACT INFORMATION

### **Timothy C. Skelly**

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USA

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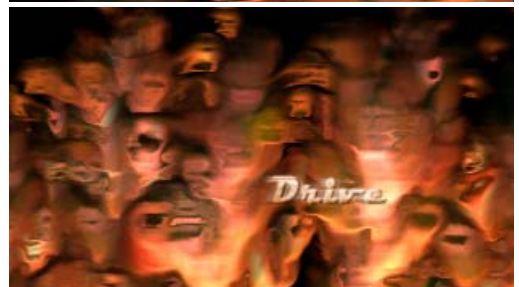
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Drive motion picture title sequence



ON this and the following pages are still frames taken from my film compositing and motion graphics work.



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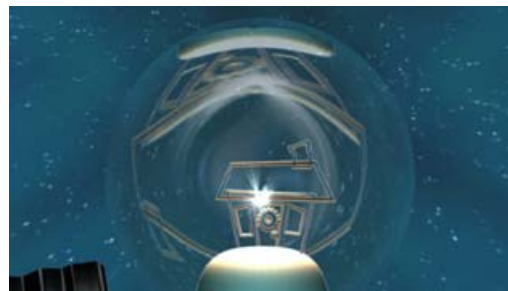
**KANE KONG** short film, accepted for 1999 SIGGRAPH Animation Theater. Created by blending footage from "Citizen Kane" and "King Kong," two films with one story...

*A man of great stature falls in love with a woman of lesser stature. She betrays him and he dies, dreaming of love.*

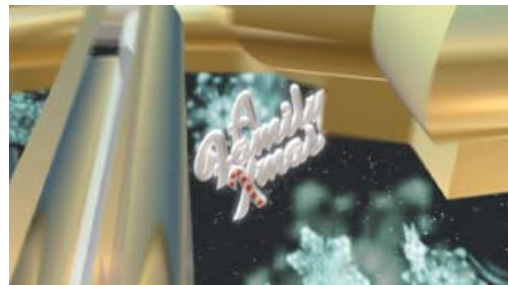
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## Resume

A Family Xmas title sequence and credits for award winning short film



Design Happy vanity logo



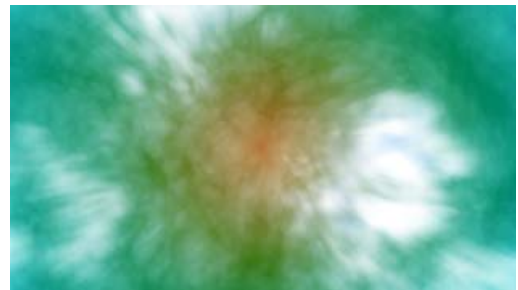
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Baby Boom Pictures vanity logo

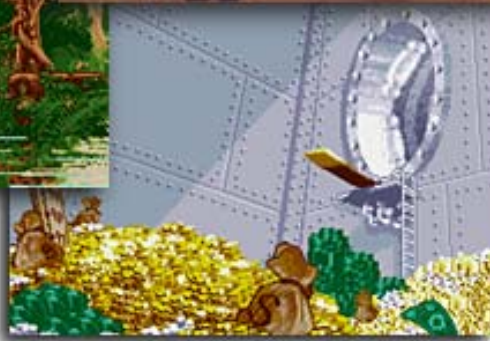
**SHHH** A parody of the famous THX theatrical logo. Shown before all SIGGRAPH 2001 Electronic Theater screenings, Shrine Auditorium, Los Angeles.



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low resolution video game art  
original resolution 480x360 pixels

The Three Stooges  
Incredible Technologies  
Amiga



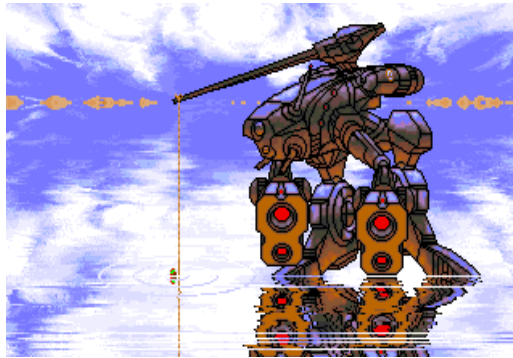
Walt Disney's  
Duck Tales  
Amiga



Sonic the Hedgehog 2  
SEGA Genesis (stamp based)

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MechWarrior Prototype Art



Early "hand drawn" concept art



Pre-rendered elements as used in game, prior to palette loading. Hue coding allows same parts to be used by different teams



Quick pre-visualizations of 'Mech types and environments

Years later, still my design



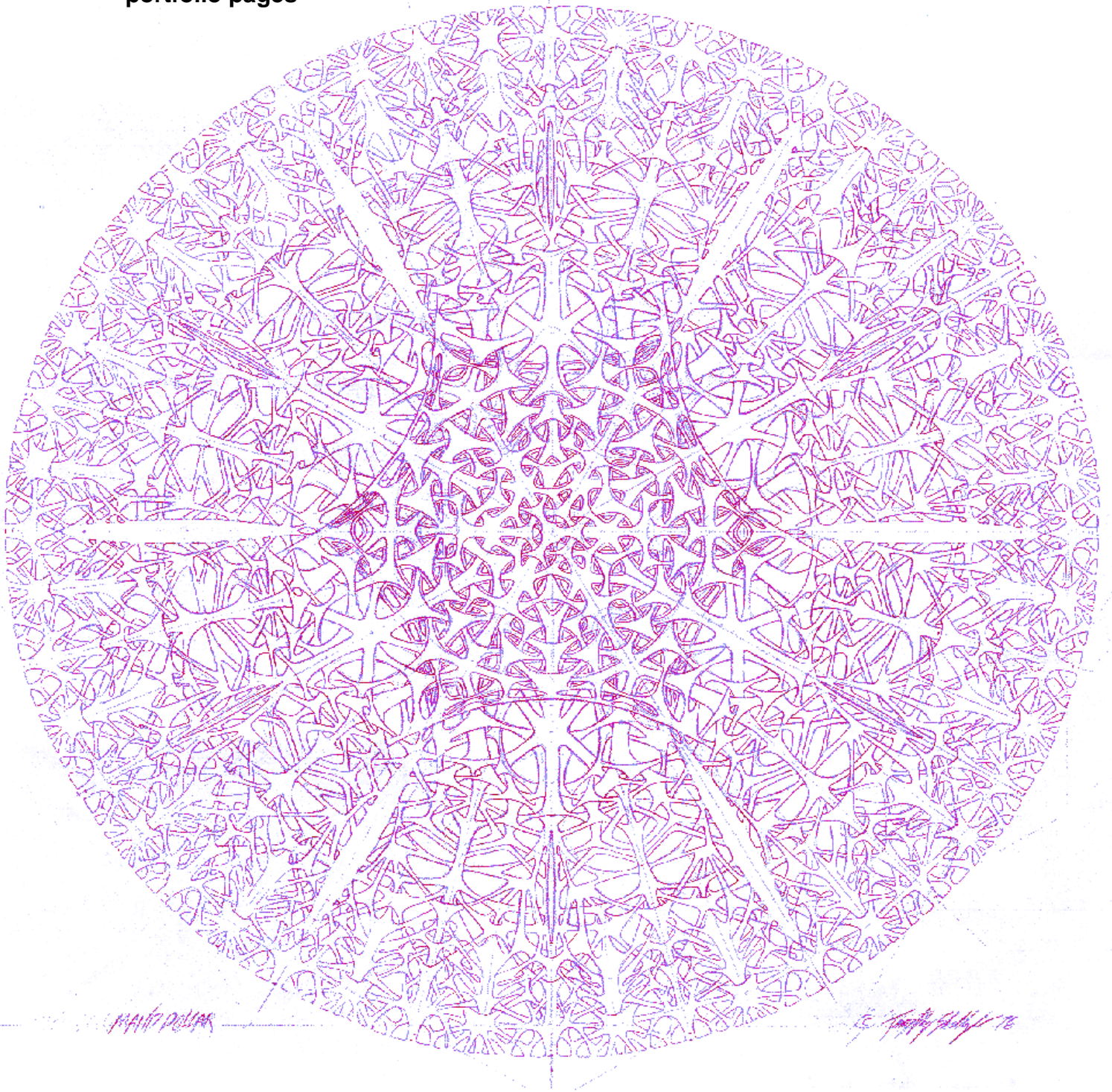
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portfolio pages



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*MANTO POLARIS*

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portfolio pages



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