**Timothy Belusar**

**Senior 3D Artist**

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**About\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

I am a dedicated driven artist with a passion for creating high quality visualization assets. I have over 14 years professional experience from the start of my professional career, as a freelance artist to in-house studio positions. I’ve successfully lead projects and core teams on various projects, large and small. Self motivated, adapt quickly and have a passion for learning anything new that improves a pipeline, project and myself. I’m always driven to improve where I can. This enabled me to be a crucial part of projects where I was depended on for delivering high quality assets in tight timelines ranging from lighting, modeling, environment creation, animation, render optimization for the studio to one of the main artists creating vfx assets for projects.

**Software Skills and Plugins**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Maya Illustrator Vray World Machine Substance Designer

Houdini Photoshop After Effects FumeFx Substance Painter

3DS Max Premiere Nuke Tyflow Zbrush

Pflow Frost PheonixFD Terragen Forest Pack

PfTrack

**Experience**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Mackevision**

2012-present

Senior 3D Artist/Lighting Lead/VFX

Work in a team to create realistic images and animations for clients in advertising using various software such as 3ds Max and Maya with Vray. Responsibilities consist of lighting, texturing, modeling, animation, rendering, vfx, environment creation and data prep on occasion.Work with RnD on new potential pipeline tools and plugins and troubleshoot pipeline issues. Responsible for vfx on various jobs using Houdini, After Effects and FumeFx, Pflow, Tyflow in 3ds Max. I’ve been in a very generalist 3d position where I have touch many parts of the pipeline. Throughout my time here I have become the lighting lead/SME and lead many projects ranging from small one offs to feature shots on Nissan fleet. I also became one of the main team members creating vfx for animations in the Detroit office.

Here are a few highlights.

* Lighting Lead and look and feel for a series of exterior and interior assets on the 2018 Jeep Compass launch.
* VFX for a series of tech animations for the Jeep compass including rain fx, snow, dust and dirt kickup using 3DS Max with Pflow and Fumefx.
* Worked within a team for Alpha Romeo 4C configurator environment. Full cg environment of an Italian Piazza where I modeled some buildings, props and placement of props, grew ivy on the necessary assets and worked on lighting.
* Uber tech animation showing off their latest self driving tech for a launch premiere. I was responsible for one module environment look and feel, texturing and lighting in Maya plus some of the VFX assets using 3ds Max and Houdini.
* Nissan North American feature shots, 3d lead and lighting lead. Lead a team of artists and was responsible for setting up light rigs to pass to other artists and get inital client approval for look on the fleet. Included 12 plus feature shots per vehicle.
* Set up rendering standards in the pipeline with Vray, optimizing for best render time and quality with Vray settings, materials and lights.

**Burrows**

2009-2012

3D Artist

Worked in a small team to create realistic images, animations and build and price for Team Detroit/Ford/Lincoln.  Responsibilities consisted of lighting, texturing, modeling, animation, rendering, data prepping scenes and compositing. Tools used were 3ds Max, Mental Ray, Vray, Photoshop and After Effects

**Freelance**

2006-present

Work on various jobs with digital and traditional art styles from branding to animations.

**Education\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**College for Creative Studies**

2000-2006

BFA

Majored in Digital Media and studied 3D, 2D and traditional animation, motion graphics, stop-motion, and figure drawing.