

TIM BOWMAN

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areas of interest

streamlining technical processes for creative people, 2D workflows, learning and sharing knowledge, color pipelines

experience

Freelance Compositor/Designer/Animator

October 2010 to present

Creative and technical services for film, video, and television.

Rising Sun Pictures, Adelaide, Australia, rsp.com.au

Compositor & 2D Technical Director

April 2011 to May 2013

Stereo compositing, stereo plate reconciliation, Nuke script troubleshooting, 2D tool building. Developed a script to eliminate the Nuke "Redguard virus."

Credits: Gravity, Hunger Games, Journey 2: The Mysterious Island, The Incredible Burt Wonderstone, The Seventh Son, The Wolverine

DIVE, Philadelphia, PA, divevisual.com

Compositor & Pipeline TD

2006 to October 2010

Compositing; 2D troubleshooting; developing custom Nuke tools including a flexible multi-show daily system using Nuke, Shotgun, Qube! and FFmpeg; matchmoving; render farm administration.

Credits include The Road, The Last Airbender, Let Me In, Fair Game, and others.

Shooters Post + Transfer, Philadelphia, PA, shootersinc.com

Motion Graphics Artist

August 2004 to September 2010

Art direction, motion graphics, visual effects, compositing, design, 3d generalist.

Close interaction with clients. Experience with facility-wide data organization issues.

Clients include Comcast, The Economist, NFL, Cannondale, Reebok, Siemens.

Freelance

Design, Animation & Sound

1996 to 2004

Motion graphics, art direction, dvd authoring, problem-solving, 2d animation, 3d modeling & animation, design, audio restoration & mixing.

WITF, Inc., Harrisburg, PA, witf.org

Broadcast Designer & Avid Editor

August 1997 to December 2001

Design, 2d animation, Avid editing, studio hand, camera op, audio op.

education

Harrisburg Area Community College

Associate of Arts in Photography, 1999.

Areas of study: art history, computer music, film, materials & processes of photography, programming, sculpture, studio lighting and technical theater.

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toolset

Competencies: Nuke, Shotgun, Mocha, Qube!, SynthEyes, After Effects, Photoshop, Illustrator

Familiarities: Shake, Flame, Maya, Lightwave, Modo, Silo, Rush

Languages: Python, TCL, Processing

Platforms: Mac OS, Unix, Windows

associations & certifications

Member, ACM SIGGRAPH

Member, Visual Effects Society

Qube! Certified Renderfarm Administrator

Autodesk Flame Certificate

Adobe Certified Photoshop Expert

awards

VES nomination for outstanding supporting visual effects – The Road.

2010 National Gold Addy Special Effects, Video or Film – The Road.

2010 Silver Addy Award – Cannondale “The Good Fight”.

2006 Philly Gold “Best of” Award – Siemens Somatom Definition AS

languages

English: native , French: basic fluency, and German: rusty

References available upon request.