Tim Callaway

Technical Animator at Microsoft

timcallaway@timcallaway.com

Summary

3D Puppet builder extraordinaire My skills include proficiency in setting up character rigs, facial setups, mechanical set-ups and setting up dynamic rigs simulating believable physics. I am adept in Maya, with MEL, PyQt4, and Python. Pipeline setup with custom tools. Tools for animation and animators.

Experience

Technical Animator at   Microsoft
March 2015 - Present (1 month)
  Platform Next

Character Technical Artist at   Sucker Punch Productions
January 2015 - March 2015 (3 months)

Technical Artist at   Sucker Punch Productions
2013 - 2014 (1 year)
  Infamous Second Son Infamous First Light
  1 recommendation available upon request

Technical Director at   Hive-fx
August 2011 - October 2013 (2 years 3 months)
  Technical Director Responsible for creating realistic creature rigs for various characters in the NBC series "Grimm". Part of my duties included setting up shots to match plates. Developed scripts for pipeline tools using mel, python, pyqt and qt designer.
  8 recommendations available upon request

Digital Tutors - Creative Development at   Digital-Tutors
March 2013 - May 2013 (3 months)
  Creative rigging tutorials.
  1 recommendation available upon request

Lead Rigger at   Supergenius Studio
May 2012 - July 2012 (3 months)
  2 recommendations available upon request

Contract Rigger at   Stumptown Game Machine/ngmoco:)
May 2011 - September 2011 (5 months)

Added assets to existing rigs for a mobile game app.

Technical Artist at   Sony Mentorship Program II
August 2011 - August 2011 (1 month)
  Rigging characters and assets for udk engine.

Character TD at   Laika
June 2011 - August 2011 (3 months)
  Part of Laika's Summer internship program. Was responsible for rigging characters and props for broadcast
  commercials. Set up the Honda pilot vehicle for Honda's "Diorama" Commercial.

Freelance CharacterTD-Technical Artist at   Cinematics
October 2010 - October 2010 (1 month)
  Was responsible for updating character rigs for cinematic clips for a wii title. Including skin weighting and
  deformers.

Projects
Grimm: Season 2
July 2012 to May 2013
Members:Tim Callaway, Joel Hasse, Karim Moussa, Guy Cappiccie, Michael Miller, Jerod Bogh, Matthew
 Estes, Jessica Smith, Ian Chapman, Eric Reed, James Chick

  "Grimm" is a drama series inspired by the classic Grimm Brothers' Fairy Tales. Filmed in Portland, OR.
  Watch it on NBC

Skills & Expertise
Maya
MEL
Photoshop
Cinema 4D
Python
Pro Tools
Linux
Perforce
After Effects
Zbrush
Vray
Rigging
3D
Character Rigging
Unreal
Realflow
Mental Ray

Premiere
Computer Graphics
Character Animation
Animation

Education

The Art Institute of Portland

2007 - 2011

1 recommendation available upon request

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Linked in.

13 people have recommended Tim

"Tim was a pleasure to work with. He was very dedicated and self motivated. He is a demonstrated creative problem solver who can think outside of the box to find efficient solutions. He was able to quickly ramp up on our pipeline and made himself an immediate valued asset on our team. He has a great memory and pays attention to the details. He was consistently efficient in all tasks provided to him and was able to step up to all of our technical demands. He demonstrated a high proficiency in Maya. He is forward thinking and developed python/mel scripts, UIs and workflows that fit nicely within our production environment within a demanding schedule. He also has a good eye for anatomy and shows a talent in rigging and taking on complex technical shot work given little guidance. He is always eager to learn. He is highly communicative to ensure that all his work is on the right path and meets the desired criteria. I would recommend Tim to any company looking to add a quality rigger/technical artist to their team and would definitely work with Tim again in the future."

— **Spencer Alexander**, *Lead Technical Director, Sucker Punch Productions*, managed Tim at Sucker Punch Productions

"Tim is my go-to guy for anything rigging/Maya related. His ingenuity, and ability to find creative solutions makes him invaluable to the animation department. No matter the task requested of him, Tim has yet to disappoint in delivering an exceptional product. He learns fast, and has a real love for his craft, and that shows through his work and great attitude on the job. His recent tutorials on digitaltutors.com has exploded in viewers which only further demonstrates to me his level of skill, and ability to communicate clearly in a team setting. I recommend Tim without hesitation, He is an incredibly valuable asset to our team!"

— **Joel Hasse**, *Lead Animator, Hive-FX*, worked directly with Tim at Hive-FX

"Tim is an integral part of the VFX machine at Hive-Fx. I've worked with him through 2 seasons of Grimm along with various other CG projects. Tim has constantly proven himself as a the man that can fix any problem. He always offers concise solutions to the various technical issues in which his fast pace workflow comes unrivaled. In a collaborative environment he communicates and understands directions thoroughly. One of the biggest assets Tim brings to any team is the desire to create and adhere to any pipeline while simultaneously discovering / designing new ways to make everyones jobs more fluid. I've really enjoyed

working with Tim and the consensus of all the animators I've worked with, his character rigs should be displayed at a rigging museum if ever one should exist."

— **Guy Cappiccie**, *VFX Supervisor, Hive-Fx*, managed Tim at Hive-FX

"Most of my interactions with Tim begin with, "So, is it possible to...?" But all of my interactions with Tim end in the production of a creative solution to the problem that I've come to him with. Whether that means writing a custom script, a novel joint-based solution, or some arcane mixture of the two that I'm not qualified to explain. Tim has developed a custom script-based rigging system that has proven to be highly customizable. Allowing for new controls to be added upon request on a character-by-character (sometimes even shot-by-shot) basis without interfering with existing animations. This incredible flexibility has made it possible for us to meet tight deadlines on multiple occasions. In addition to being mutable on-the-fly, Tim's rigging system is exceptionally versatile, and can adapt to a very wide range of character shapes. In my experience, it has covered everything from zombies with their faces half-rotted away, dragons, beavers, and a were-porcupine. There were neither wasted controls, nor portions of the face we wished we could have controlled but couldn't. On top of all of this, Tim labors extensively to streamline this system allowing all members of the team the maximum amount of time with each shot. It efficiently and seamlessly integrates any updates to the model, rigging, or animation throughout the entire production pipeline. An extremely fast and hard worker, Tim is constantly searching out new techniques and methods to improve his skill-set. For example, when I asked if we could implement muscle-based deformations Tim researched existing muscle systems in our software, and then experimented with and and integrated the best parts of what he found into our pipeline. The result was a significant increase in the efficiency of the animation team, and the quality of the product we produced. When Tim puts his mind to a problem, he will pursue the answer until he solves it, while keeping up-to-date on his other responsibilities, of course. Tim regularly sits down with team-members to discuss bottlenecks and often has creative input on increasing our pipelines efficiency. It's always exciting to hear Tim say, "Hey, come check this out!" Because I know my life just got easier. If you come to Tim with a problem, he generally has an innovative solution to the issue within the hour. Assuming he doesn't fix it then-and-there, having an update for you by the time you get back to your desk (Note: This is a very small office.) Tim works very well within a team, and in the face of tough deadlines and difficult assignments he remains a force of positive morale and encouragement. Given the opportunity to work with Tim again, I would take it in half a heartbeat."

— **Matthew Estes**, *Lead Animator - Grimm, Hive-FX*, worked directly with Tim at Hive-FX

"As our technical director and rigging master, Tim is always someone I can lean on to help manage issues in the 3D pipeline. He works faster then anyone I know, and is always willing to do what is necessary to get the job done. From rigging, to scripting, to troubleshooting, his talent and work ethic are superb. I look forward to another opportunity to have him on my team."

— **Jessica Smith**, *Producer, Hive-FX*, managed Tim at Hive-FX

"Tim's rigging system is simply staggering. His streamlined approach, using completely custom scripts he developed, has allowed us to stay ahead of countless deadlines. Having the ability to salvage animations even after a client requests major model changes has been invaluable to our team. Tim is a dedicated problem solver that never stops trying to fix things or streamline a pipeline. His scripting knowledge alone makes him a cornerstone asset to any team/production. Tim is fast, efficient, and dependable. With an eye for bringing characters and creatures to life, it's sure been a pleasure working with him during Grimm Seasons 1 & 2."

— **Jerod Bogh**, *Character Modeler, Hive-FX*, worked directly with Tim at Hive-FX

"Tim Callaway is exceptional at what he does. He sets up his rigging system so quickly based entirely on scripts he wrote that conform to any character shape and size. I've never seen anything like it. Being able to stay well ahead of any change or deadline that was set with the ability to change the model while retaining the animation was the key to the pipeline working on NBC's Grimm. I would be hesitant to not work with him in the future."

— **Eric Reed**, *Hair Specialist, Hive-FX*, worked directly with Tim at Hive-FX

"Tim's ability to problem solve under nearly impossible deadlines, is truly amazing. He is naturally a team leader, always helping a team communicate by encouraging a personal yet professional manner in the workplace. He is respectful of all workers and one of the most patient people I know, especially when deadlines get crazy. He never gets upset. Tim thrives anytime but especially under extreme pressure. He is very flexible, getting to work early and leaving late every day as well as working from home as per the needs of the studio. Tim was very receptive to my specific needs pertaining to character rigging, and always was working to make his product faster and more refined. All his rigs have real-time playback which is amazing, and utilize many unique features that make my job as an animator so much easier. He is a genuine guy and an amazing worker, any studio would be lucky to have him."

— **James O'Neill**, *CG Animator, Hive-FX*, worked directly with Tim at Hive-FX

"I have started working with Tim at Hive FX on the TV series Grimm. Tim is a very talented character rigger and technical artist. He is extremely fast in creating individual rigs and fast in making changes to rigs when needed. His kind of talent is needed on projects like Grimm, where the team is faced with individual characters on almost every episode. Further, Tim sat down with the team to identify bottlenecks in the pipeline and he created tools and plugins to streamline the production pipeline, which helped us tremendously to maintain our tight deadlines. Tim is a great team player and is very passionate about his work. He is always on the lookout to improve his rigs and provide the team with tools that make everyone's live easier. I highly recommend Tim and I would be more than happy to work with him again."

— **Andras Kavalecz**, *LookDev (Texturing, Shading, Lighting) Artist (3D Generalist), HIVE FX*, worked directly with Tim at Hive-FX

"I had a great experience working with Tim to produce the Joint-Based Facial Rigging Tutorial he created. He is extremely knowledgeable of his craft and is easy to work with. He came through on a short deadline and was eager to start another course. His love for what he does is apparent and shows in his skill level and enthusiasm."

— **Sommer Daves**, was Tim's client

"With my time working with Tim at Supergenius on DarkVale's "Forge", Tim demonstrated high levels of innovation and ability to produce quality work in a brief period of time. By always creating new ways to utilize his skills, Tim is intensely versatile and can apply these skills to many conditions."

— **Daryn Olson**, *Character Rigger, Supergenius Studio*, worked directly with Tim at Supergenius Studio

"I have had a the wonderful opportunity to work with Tim on Forge at Supergenius Studio. The rigs he provided were efficient and easy to work with and I would not hesitate to work with him again."

— **Naomi Fish**, *Animator, Supergenius Studio*, worked directly with Tim at Supergenius Studio

"Tim was a student in several of my rigging and production classes at the Art Institute of Portland, and from day one it was clear that Tim is a natural born rigger. He picks up new concepts incredibly quickly and with great enthusiasm, and actively immerses himself in new material until he knows it inside and out. Tim is constantly challenging himself to master new tools and techniques, and is always searching for better and more efficient ways to achieve results. He is diligent and reliable, and a great person to work with. Tim already understands rigging and scripting better than just about anyone I know, and his career is just getting started. I would recommend Tim without hesitation for any TD or Rigging position."

— **Jason Baskin**, *Full-time Faculty, The Art Institute of Portland*, taught Tim at The Art Institute of Portland

Contact Tim on LinkedIn