

Timothy Albee

Timothy@TA-Animation.com
http://TA-Animation.com/demo

"Timothy Albee is amazingly fast.... His innovations, even in rendering techniques, saved the show. Without him, we'd never have been able to meet production schedules."

- Anthony Alvaro, VFX Coordinator,
Battlestar Galactica

Experience -

Advanced Anti-Terror Technologies (A2-T2 inc.) 2010 - present Port Orange, FL

Research and Development –

Project Coordinator, Lead Character Animator, Game Designer, Programmer, Lead Interface Designer

- ⤴ Coordination, Production, Scripting, and Game Design for Next-Gen. (Unity3D) immersive environment for evaluation and rehabilitation of US Military "Wounded Warriors."
- ⤴ Programmed (Java/Eclipse) Android applications for private sector.
- ⤴ Lead Interface Designer (Expression Blend) for private sector and US Military projects.
- ⤴ Designed, Animated, Modeled, Rigged, characters for US Military and Private sector projects.

Jerusalem Countdown (Feature Film – released 2011) 2010 Manistee, MI

Visual Effects Supervisor

- ⤴ On-Set VFX Supervision
- ⤴ Management, Direction and Approval of VFX involving teams of artists in USA, Canada, and The Philippines for world-class action/adventure theatrical feature film

What If (Feature Film) 2010 Manistee, MI

Visual Effects Supervisor

- ⤴ Management, Direction and Approval of VFX for dramatic theatrical feature film

West Shore College 2009 Ludington, MI

Consultant

- ⤴ Designed degree curriculum for *Computer Assisted Animation & VFX* program.

Lost Treasure of the Grand Canyon (TV Movie) 2008 Vancouver, BC

Head of Creature Animation (As Lifeline Character Animation Ltd.)

- ⤴ Directed and Supervised Rigging and Animation of CG Creature

War Devil (Feature Film / Video Game) 2007-2008 Ealing Studios, London, England

Animation Supervisor / Head of Animation (Consulting as As Lifeline Character Animation Ltd.)

- ⤴ Head of 3D & 2D Character Animation, Technical Direction, Simulation, and Facial Animation Departments
- ⤴ Directed in-house Animation and Artist Training for 3D CGI, Feature Film / Next-Gen Video-Game
- ⤴ Directed research and development of Animation / Simulation tools and technology – leading development of character riggings and simulations, including real-time, user-modifiable, IK dynamics.

Battlestar Galactica : "Razor" (TV Movie) 2007 Vancouver, BC
Senior Character Animator / TD (As Lifeline Character Animation Ltd.)

- ⤴ Character Rigging Lead
- ⤴ Animated 90% of all Centurion shots
- ⤴ Created powerful character performances entirely through pantomime

Bionic Woman (Pilot Episode) 2007 Vancouver, BC
Character Animation / Technical Direction (As Lifeline Character Animation Ltd.)

- ⤴ Directed Rigging of Bionic Woman *Digital-Stunt-Double*
- ⤴ Animated all *Digital-Stunt-Double* shots for original 2007 series pilot episode in record time amid high-volume of concept-changes from executives

Battlestar Galactica 2006-2007 Vancouver, BC
Character Animation / TD (As Timothy Albee and Lifeline Character Animation Ltd.)

- ⤴ Animated 99% of Centurion shots for Season 3, raising level of quality of **CG character performance** from eye-candy to that of **true digital actors**, entirely through *pantomime*
- ⤴ Streamlined production techniques, replacing external character animation studio.
- ⤴ Redesigned Centurion rigging to facilitate high-speed animation techniques
- ⤴ Reduced rendering times for Centurion HDRI / Radiosity type renderings by 2,000%, bringing per-frame render times from 11 hours to roughly 20 minutes

Timothy Albee Animation 2004-2010 USA, UK, Spain,
Public Speaking/Animation Training/Consulting Germany, Poland

- ⤴ *Animated Adventures* seminar, Belfast, produced by W5, in conjunction with **Aardman Animation**, 2007
- ⤴ Speaker at *European Association of Animated Film, CARTOON Master – Master Future 2004*
- ⤴ Interviewed for features and articles in *Computer Graphics World, 3D World, Post Magazine, LA Times, Rendernode, Animation Magazine, 3D VFX, VFX World, Variety Magazine's DVD Exclusive*
- ⤴ SIGGRAPH 2004 – Main Stage presenter, NewTek Booth
- ⤴ Radio Correspondent for Alaska Public Radio Network's *General Protection Fault*
- ⤴ Speaking/Training/Seminar engagements at various venues throughout US and Europe

Kaze Ghost Warrior (20-minute 3D CG Short-Film) 2004 Alaska, Canada, USA
Writer/Director/Producer, Art Director, Animation

- ⤴ Streamlined production techniques to facilitate high-end visuals with minimal resources
- ⤴ **Developed advanced fur-shading techniques reducing 20-minute render-times to 58 seconds.**

Author 2001-2008 Fairbanks, Alaska

- ⤴ *CGI Filmmaking, The Creation of Ghost Warrior*, (Wordware Publishing)
- ⤴ *LightWave 3D 9 Foundations of Character Animation*, (KURV Studios)
- ⤴ *Lightwave 3D [7], Character Animation*, (Wordware Publishing)
- ⤴ *LightWave 3D [8], Character Animation*, (Wordware Publishing)
- ⤴ *Essential Lightwave 3D [7]*, (Wordware Publishing)
- ⤴ *Essential LightWave 3D [8]*, (Wordware Publishing)
- ⤴ *Essential LightWave 3D [9]*, (Wordware Publishing)
- ⤴ *1001 LightWave 3D [8] Tips and Tricks*, (contributing author, Wordware Publishing)
- ⤴ *LightWave 3D [8] Getting Started Guide*, (Newtek / Wordware Publishing)
- ⤴ Numerous articles on CGI, Animation, and Film Production (*HDRI 3D, Keyframe, NewTek Pro, HDRI 3D*)

Artist / Designer 2001-2003

Fairbanks, AK

- ▲ Box-art for Diamond Multimedia's *Viper* and *Stealth* lines of graphics accelerators (2002-2003)
- ▲ Book/Magazine Cover Art/Layout/Design (*LightWave 3D [7 & 8] Character Animation, Essential LightWave 3D [7 & 8], CGI Filmmaking, Keyframe Magazine Issues #31 & 33*)

NBC (KTVE) 2001

Fairbanks, AK

Producer

- Production and Direction of 30-second, TV commercial spots

Studio Mythos 2000-2001

Torrance, CA

Co-Founder/Vice President of Production

- Doubled productivity of small teams of artists through effective communication and management
- Directed concurrent projects across departments

Walt Disney Feature Animation 1998-1999

Burbank, CA

Animation Team on, *Dinosaur*

- Helped to animate heartfelt, believable performances for the characters, "Yar" and "Suri"

Netter Digital 1997

North Hollywood, CA

Supervising Character Animator

- Supervised character modeling and animation for *Babylon 5's* fifth season and for TV Movie, *Thirdspace*

Activision 1997

Los Angeles, CA

Lead Character Animator for *Apocalypse* (In-House Team)

- Lead character animator for *Playstation 1* Video Game

Media Station 1995-1996

Ann Arbor, MI

Animator

- Character animation for *Interactive Storybooks* outsourced by *Walt Disney Interactive*, *SegaSoft*, and *Mattel* – Titles worked-on include: *101 Dalmatians*, *Pocahontas*, *Winnie the Pooh and the Honey Tree*, *Puzzle Castle* and *Fractured Fairy Tales*

Awards -

- **Peabody Award 2006** – Distinguished Achievement and Meritorious Service By Radio and Television Networks – ***Battlestar Galactica***
- **Anecy International Film Festival 2005** – Official Selection – ***Kaze, Ghost Warrior***
- **Edinburgh International Film Festival 2005** – Official Selection – ***Kaze, Ghost Warrior***
- **Festival Internacional de Cine de Mar del Plata 2006** – Official Selection – ***Kaze, Ghost Warrior***
- **Willie's Spirit Award 2004** – Excellence in Short Filmmaking – ***Kaze, Ghost Warrior***

Team Awards (Contributions to) -

- **Emmy Awards 2007** (ACADEMY OF TELEVISION ARTIST AND SCIENCES 59TH ANNUAL PRIMETIME EMMY AWARDS) – Officially recognized for contributions to ***Battlestar Galactica*** for **Outstanding Visual Effects For a Series**
- **Visual Effects Society 2007 & 2008 Awards** – Contributing member of BSG VFX team on winning episodes (Character animation on ep.303b & “Razor”) Outstanding Visual Effects in a Broadcast Series – ***Battlestar Galactica***