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| TL |  | Timothy Leddick, Jr.  Multimedia Artist |
| I am a… Multimedia Artist specializing in illustration, animation, graphics, motion graphics, videography, editing, and photography. Contact *PHONE:*  702-305-3621  *WEBSITE:*  Timothyleddick.com  *EMAIL:*  tjledd@gmail.com Proficiencies Adobe Photoshop  Adobe After Effects  Adobe Premiere Pro  Adobe Illustrator  Adobe Lightroom  Toon Boom Harmony  Autodesk Sketchbook Pro  Autodesk Maya  Microsoft Office Suite Education*• THE ART INSTITUTE OF LAS VEGAS* July 2014 – December 2017  Bachelor of Science: Media Arts & Animation  ***•*** *THE DEFENSE INFORMATION SCHOOL*  August 2021 – February 2022  Public Affairs Distinguished Honors Certificate Achievements  * Art Director and Animator for short-film “Intertwine,” featured in the Las Vegas Film Festival * Credited in IMDb having worked on feature-film “Do You See Me?” * Developed mobile games “Escape Room: The Movie Game” and “Troll Trail” * Numerous publications across multiple DoD and military platforms |  | WORK HISTORYUnited States Air Force Reserve – Public Affairs Specialist February 2021 – Present M1 Support Services – Tool & Parts Attendant November 2019 – Present Red Snake Studios – Animator/Illustrator April 2021 – May 2021 United States Air Force Reserve – Aircraft Metals Technology June 2017 – February 2021 Global Genesis Group – Animator/Artist/VFX July 2016 – March 2018   * **Education Management Corporation – Equipment/Print Clerk**   January 2015 – December 2017 WORK EXPERIENCE  * Model & illustrate assets, concepts, stills, & graphics for mix of mediums & posters. * Animated character models provided via pipe-lining techniques. * Hand-drawn & animated assets & characters for media and gaming platforms. * Engage in development cycle from start to finish, to include pre-viz & post-production; taking part in ideation, conceptualization, compositing, animation, illustration, rendering, & motion graphics. * Edit & composite provided video & photo for screening media such as wide-release feature films & animations. * Operate an array of 3D & 2D modeling & design programs for animation, editing, & conceptual illustration. * Produce graphics such as film posters, website assets, banners, & in-media use assets. * Create motion tracking & utilizing digital imaging skills for distributed feature films. * Operated & self-familiarized production-quality prints, photos, laminations, & binding. * Take part in community and public relations/communication * Monitored & maintained high-end media equipment & tools such as cameras & tablets. * Utilize the fundamentals and operation of cameras for videography and photography, both pre-viz and post |