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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.comProficienciesAdobe PhotoshopAdobe After EffectsAdobe Premiere ProAdobe IllustratorAdobe LightroomToon Boom HarmonyAutodesk Sketchbook ProAutodesk MayaMicrosoft Office SuiteEducation*• THE ART INSTITUTE OF LAS VEGAS*July 2014 – December 2017Bachelor of Science: Media Arts & Animation***•*** *THE DEFENSE INFORMATION SCHOOL*August 2021 – February 2022Public Affairs Distinguished Honors CertificateAchievements* 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 SpecialistFebruary 2021 – PresentM1 Support Services – Tool & Parts AttendantNovember 2019 – PresentRed Snake Studios – Animator/IllustratorApril 2021 – May 2021United States Air Force Reserve – Aircraft Metals TechnologyJune 2017 – February 2021Global Genesis Group – Animator/Artist/VFXJuly 2016 – March 2018* **Education Management Corporation – Equipment/Print Clerk**

January 2015 – December 2017WORK 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
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