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## Timothy Woody

### Mission

Perfecting my modeling skills is my main goal. I would like to break into the animation industry with a company that I could learn a great amount from and one that will push my skills.

### Skills

- **Maya > 6 years > Advanced** > focus in polygonal modeling
- **Zbrush>2years>Advanced>Hi-res modeling, posing, creation of normal maps.**
- **Photoshop > 5 years > Advanced** > texturing, coloring drawings, photo manipulation and post production.
- **Flash > 1 year > intermediate** > action script and web design
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### Education

9/2006- 5/2010      **Academy of Art University San Francisco, CA**

#### **Bachelors Degree**

- 3D Animation

### Awards received

- **Most outstanding student**-AAU Saturday Art classes (Introduction to 3d modeling and animation)-Spring 2004
- **Most outstanding student**-AAU Saturday art class (Introduction to 3d modeling and animation)-Fall 2006

### Work experience

8/2006 - 9/2006 Safeway, Burlingame, CA

#### **Merchandising Clerk**

- At first I started painting walls in the bathroom which was hot and had its share of odors not including my paint. I managed to complete every task they had given me within two weeks which prompted them to move me up to the registers as a bagger where I gained customer service skills.

1/2008 - 5/2008 Burlingame Public Library, Burlingame, CA

**Library Page**

My duties required shelving books and keeping them ordered  
checking the books in and closing the library.

**References**

Available upon request.