

Tim Hinton

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Animator

Highly skilled creative with comprehensive experience producing quality visual projects from ideation through final delivery. Adept at creating animations and motion graphics to represent complicated concepts accurately. Proven ability to produce animated graphics shots and sequences in close collaboration with the supervisors and clients. Able to support the director's vision via appropriate use of camera movement, lenses, composition, staging, lighting, and editing. Strong background in leading, mentoring, and supporting diverse creative teams to meet all project milestones and deadlines. Strive to remain well informed of new software and plugins to propel technical specifications of 2D/3D projects while ensuring best practices and cohesion with corporate branding guidelines. Proficient communicator and presenter committed to building solid relationships for consistent project outcomes.

Education

BFA – Animation, 2011

Coursework Highlights: Character Animation, After Effects, Filmmaking, Gesture drawing, Storyboards, Digital painting, sculpting, Houdini, Film analysis, Anatomy and Physiology, Computer Systems
Brigham Young University, Provo, UT

Areas of Expertise

3D Animation and Modelling
Visual Effects (VFX)
Video Production & Editing
Ad Campaign & Product Launch
Team Training & Leadership
Cross-functional Collaboration

Additional Experience

Character Animator | Department of Defense, June 2016 to Mar 2017

Contract Animator | LDS Church Media, Sep 2012 to Jun 2016

Motion Graphics Animator | Connect Marketing, Jun 2012 to Sep 2012

Motion Graphics Designer | Sunbrothers LLC, Jan 2012 to Jun 2012

3D Artist | BYU Center for Teaching and Learning, Nov 2009 to Aug 2011

Volunteer & Non-Profit Work Chronology

Creator/Prod/Wri/Dir/Anim | Light Heart Studios, Jan 2010 to Present

Creature/Postvis Animator | Blufire Studios, Jun 2010 to Dec 2010

3D Generalist | Children's Media Initiative, May 2009 to Aug 2009

Technical Proficiencies

Skillssets: 2D/3D Character Animation, 2D Motion Graphics, 3D Camera Animation & Camera Tracking, Motion Capture, Compositing, Lighting, Texturing, Storyboards, Editing, Creative Writing

Software: Maya, After Effects, Syntheyes, Illustrator, Photoshop, Premiere

Career Experience

Tim Hinton Art, Portland, OR

Aug 2011 to Present

Freelance Animator & Motion Designer

Engage directly with clients or with a highly creative team of artists, project heads, and supervisors to produce 2D or 3D animations and motion graphics focusing on attaining the company's defined vision, mission statement, and goals.

- Recognized for designing and animating various 2D/3D videos that generated thousands of views on social media.
- Served as a creator, writer, director, producer, and editor for volunteer film making group.
- Successfully led groups of up to 30 film crew; talented in creating monthly film projects to build talent and experience of film community.

JLR, Portland, OR

Mar -Aug | Nov -Dec 2023 to Mar 2024

Sr Animator

Developed ground-up projects that provided critical user testing information on unreleased products for use in UX/UI development and production. Optimized product resources to ensure pipeline capability to enhance user testing.

- Created videos for luxury brand user experience improvement.
- Increased fidelity of hero asset by 1000%, ensuring pipeline stability for end user testing.
- Produced pipeline stable 3D models for Luxury Brand product.

Guidespark, Portland, OR

Aug 2017 to Nov 2017

Contract Motion Designer

Prioritized and managed multiple projects within stringent deadlines. Created and edited visually engaging motion graphics content on various employee communications and training topics. Identified and employed new skills and tools to propel best-in-class content and smart development processes. Produced innovative videos in close collaboration with scriptwriters, art directors, and producers.

- Facilitated Fortune 500 companies with animated HR explainer videos.
- Credited with improving operational productivity by 300% by adapting quickly and learning new software and plugins, saving time on product delivery.