

# Tim Soman

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## 2D and 3D Artist

Over 30 years experience in the creative visual and entertainment industries. Ability to adapt and learn new software and production pipelines. Creating clean and clear visual narratives using storyboards, 3D animatics and rough animation to tell stories that entertain or convey potent messages from vendor to consumer.

## Work Experience

### Epic Games

4/2022 – 10/2024

#### Senior Cinematic Layout Artist

- Creating Fortnite events and special projects using unreal engine 5 and Unreal Editor for Fortnite.
- Responsibilities including; concepting events, 3D story boarding, lighting, video and sound editing using a variety of software packages including Maya and Adobe Premiere Pro.

### California College of the Arts

8/2015 – 05/2022

#### Assistant Professor of Animation

- Instructing Senior Animation projects, Drawing for animation, VR classes and overseeing the Junior Review program.
- Focus on methods of strengthening story themes through the use of cinematography and editing techniques.

### The Third Floor

04/2021 – 04/2022

#### Previs Artist

- Creating 3D shots and scenes using maya, Unreal Engine 4, Adobe Premiere Pro, and After Effects.
- Focus on issues of identifying main story points and using staging, pacing, lighting, motion, lens choices, sound, editing, and other elements to best illustrate the Director's intentions.

### Fable Studio

05/2018 – 12/2018

#### Technical Animator

- Wolves in the Walls (Emmy winning VR project ) Technical Animator for all characters on the VR project.
- Focus on continuity of character animation from one file leading into another using Unreal Engine sequencer and Adobe Premiere Pro and Motion Builder.

### Lucsfilm Animation

05/2017 – 12/2017

#### 3D Story Artist

- Story artist for the Emmy winning animated series **Resistance**
- Creating rough animation based on episodic scripts, then editing sound, video and creating special effects as needed to conform to the Director's vision

### Soman Metal works

09/2012 – 5/2018

#### Owner/Metal Fabricator

- Projects for Interior Designers, contractors, restaurants and individuals
- Welding, Computer Controlled (CNC) Plasma cutting, sheet metal forming, blacksmithing and patina.

**Panda Panther**  
**Previs Artist**

02/2013 – 02/2013

- Skylanders Swap Force. Using Maya for animation and asset creation.
- Working from 2D storyboards as a guide to create rough animation for cut scenes in the video game. Iterating through different versions to fine tune with the client, Director and Editor to make sure story points are clear and compelling as well as seamless with gameplay.

**LucasFilm Animation**  
**Senior 3D Story Artist**

08/2010 – 08/2012

- Previsualization, modeling, Environmental Design.
- Working with feedback from George Lucas on his personal project of his to create 3D animated storyboards that clearly told his story in a visually compelling way. Using proprietary software to animate and edit characters, props and cameras.

**Digital Domain**  
**Previs/Layout Artist**

01/2009 – 7/2010

- Previsualization, modeling, texturing, lighting 3D stereo.Scene layout/camera Schematics/3D object replacement
- Working from 2D storyboards or verbal briefing to create 3D animatics with rough animation and camera work to visually tell the story in the most compelling way possible. Focusing on creating work that could be replicated in the field or sound stages using available equipment, props, personnel and assets.

## Education

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**Art Center College of Design – Pasadena, CA**  
Bachelor of Fine Arts - Illustration

## Professional Skills

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- **Practical Still and Video Cinematography** with Lumix full frame, mirrorless S5 II body using 50 mm prime, 50 mm tilt, 24-70mm, 70 – 300mm and 60 – 600mm lenses. Also with the Canon EOS full frame, mirrorless body using Canon 15 – 45mm and 55 -200mm lenses
- **Image Processing** using Adobe Photoshop, Affinity Photo 2 and other programs for processing of digital photography and image creation
- **Vector Graphics** creation using Adobe Illustrator and Affinity Designer 2 for creation of documents and imagery
- **Motion Graphics and Video Post Processing** using Adobe After Effects
- **Virtual 3D Cinematography** using Unreal Engine 4 and 5, Maya, and different proprietary software packages to create and edit video used for live action and animated movies, television shows and special projects.
- **3D Modeling, Texturing and rigging** using Maya, 3D Coat, Unreal Engine 4 and 5, and other proprietary software packages
- **Teaching** at the college level for eight years earning the title of Assistant Professor of Animation