

THOMAS TINKER

Date of Birth: 20.03.1975

Nationality:Italian/English

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Objective

To work as a Maya Generalist / Technical Director in a creative environment that will allow me to further develop my technical skills

Software

Maya, Mental ray, After Effects, Premiere, Photoshop, Boujou, Syflex, Encore DVD.

Windows, Unix(shell scripting),OSX

Qualifications

Highly experienced in using Maya software.

Capable of working under pressure to meet time-sensitive deadlines

Teamwork experience in VFX production pipeline

Detail oriented and well organized

Passionate and hard working

Capable of organizing and managing 10 to 15 people production team

Working Experience

1998–2001

Pixel Machine Company srl (Vicenza,Italy)

I worked as Maya generalist with one of the first 3D graphic companies in Italy producing some of the most important commercials and music videos of that period.

2001–2007

Darkside Studio (Verona,Italy)

Maya Generalist / TD : I established with three partners a video production and post production company .I was involved in major productions of commercials and music videos

as maya generalist , compositor ,technical director , art director , and general manager for customers such as

Nike, Nokia, Gitzo, Diesel, Fastweb, Sky, Juventus, Puma, Wella, Panini, Phonix.

Teaching experiences

2001

I hold an official Alias(today Autodesk) certificate as Maya Teacher.

2001-2007

I taught Maya software during seven years at the fully authorised Darkside Center. During my courses students have created shorts wich entered several national contests.

Education

2007 - "Character Animation Workshop" by **Andrew Gordon (Pixar Animator)**

2002 - "Character Animation Workshop" by **Kyle Balda (Pixar Animator)**

1995 - High school diploma (Classical studies)

Personal Interest

Cinema, Acting, Windsurf, Soccer, Music, Travelling