

Tim Spanjer

Lead CG Artist | Environment, Asset & Look Development | Feature Film • Episodic • Games

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Portfolio: www.timspanjer.com

Professional Summary

Lead CG Artist with 20+ years of experience creating photoreal CG assets for feature films, episodic television, games, and simulation. Experienced leading artists, developing production pipelines, mentoring teams, and delivering modeling, look development, environments, and crowd work for major productions.

Core Skills

Hard Surface Modeling • Environment Creation • Hero Assets • Look Development • Photoreal Rendering • Crowds (Golaem) • Unreal Engine • Pipeline Development • Team Leadership • Mentoring • TyFlow • EmberGen

Software

Maya, 3ds Max, Unreal Engine, Substance Painter, ZBrush, Nuke, V-Ray, SpeedTree, Golaem, TyFlow, EmberGen, Character Creator

Selected Productions

Stranger Things 4 • The Creator • Doctor Strange in the Multiverse of Madness • Creed III • The Walking Dead

Professional Experience

CG Lead — Crafty Apes VFX (2022–Present)

Led asset creation, look development and crowd workflows for feature films and episodic content. Mentored artists, solved production issues, coordinated schedules, and contributed to Stranger Things 4, Creed III, Doctor Strange in the Multiverse of Madness, The Creator and more.

Senior FX Artist — Hi-Rez Studios (2020–2022)

Created real-time VFX for SMITE including character, environment and cinematic effects using Unreal Engine, TyFlow and 3ds Max.

Lead 3D Artist — TRICK 3D (2013–2020)

Led production of photoreal assets for broadcast, advertising and visualization projects for Delta Air Lines, CNN, Cartoon Network, AT&T, Georgia Power and Mailchimp.

Lead Environment Artist — Meggitt Training Systems (2002–2013)

Led environment art teams creating Unreal and CryEngine simulation environments while directing outsourcing and establishing production standards.

3D Artist (Freelance) — Malfador Machinations (2002–2005)

Created game assets for Space Empires V and Starfury while helping manage production timelines.

Education

Bachelor of Fine Arts, Digital Media
University of Georgia