

Tim McElaney

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EXPERIENCE

Lighting Technical Artist

December 2024 - May 2025 | Sunrise Animation Studios - Remote

- Light and composite shots under the direction of the DOP, ensuring creative and technical consistency while refining lighting setups, adjusting materials, and troubleshooting render issues in Houdini, Arnold, and Nuke to achieve high quality visuals.
- Support the lighting team by optimizing sequence and shot based lighting setups to reduce render times and troubleshoot issues within a Linux based production environment to maintain pipeline efficiency.
- Oversee final shot delivery by managing render processes, making compositing refinements, denoising, and coordinating with the production and software teams to test tools and improve workflows.

Data Imagery Editor (2D Environment)

July 2024 - December 2024 | Apple via Mindlance - Remote

- Identify and correct issues by annotating 2D imagery and optimize existing processes to ensure client objectives are met.
- Analyze deficiencies by marking 3D generated data and use comparative analysis to establish conformity throughout projects.
- Evaluate assigned tasks prior to completion while communicating effectively in a team environment to increase overall productivity.

Short Film Project Lead

January 2022 - May 2024 | Texas A&M University - College Station, TX

- Led a team of 5 to create an animated short film during the Summer Industry Course run by professionals from Dreamworks and Meta, efficiently managing teams to ensure on-time project completion.
- Directed lighting, production design, and scene layout, crafting specific camera angles and visual compositions to create impactful stories for various projects.
- Communicated effectively with industry professionals, swiftly processing and implementing feedback during dailies to maintain quality work in a fast-paced industry setting.

ABOUT

CG artist focused on artistic and technical development with a strong foundation in 3D production pipelines and fast paced collaboration.

EDUCATION

B.S. in Visualization

Texas A&M University

August 2020 - May 2024

Coursework & Exhibitions

- Florence, Italy Study Abroad
- “Happy Medium” - Stark Gallery
- “Vizagogo” 22’, 23’, 24’

Awards & Honors

- Academic Honor Roll 2023
- Athletic Director's Honor Roll 2021 & 2022

Extracurricular Activities

- Merchandising Chair of “Aggie Outdoors” Organization
- NCAA Division I Track and Field/ Cross Country Athlete

SKILLS

- Adobe Creative Suite
- Houdini & Maya
- Nuke & After Effects
- Arnold & Renderman
- Cinematography
- Visual Development
- Storyboarding
- Photography
- Oil Painting
- Shotgrid