

# Tim Riopelle

Lead Lighting / Compositing Artist

## EXPERIENCE

### Unity Technologies - Vancouver, BC

#### *Senior VFX Artist*

OCTOBER 2022 - FEBRUARY 2024

Prehistoric Planet Immersive (Vision Pro) - Apple

### ICON Creative Studio - Vancouver, BC

#### *Lead Lighting / Compositing Artist*

MAY 2020 - AUGUST 2020

Monsters at Work - Pixar

#### *Lead Lighting / Compositing Artist*

MARCH 2019 - MAY 2020

The Rocketeer - Disney Junior

### Bardel Entertainment Inc. - Vancouver, BC

#### *Lead Lighting / Compositing Artist*

FEBRUARY 2018 - MARCH 2019

Dragon Prince - Wonderstorm / Netflix

#### *Lead Lighting / Compositing Artist*

DECEMBER 2016 - FEBRUARY 2018

Dinotrux: Supercharged - Dreamworks Television

#### *Senior Lighting / Compositing Artist*

MARCH 2015 - DECEMBER 2016

Dinotrux - Dreamworks Television

#### *Lighting / Compositing Artist*

SEPTEMBER 2014 - MARCH 2015

Dinotrux - Dreamworks Television

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## ABOUT ME

Technical CG artist with a focus on lighting, rendering, and compositing. Over 12 years of combined industry experience in VR (immersive), video games, television, streaming, and feature film, including multiple Emmy-nominated / winning productions.

Expert understanding of Maya (Render Setup / Arnold / V-Ray) and Nuke. Proficiency in tool / UI scripting using Python.

Strong leadership, management, and problem-solving skills. Proven track record delivering professional quality content for high-profile, episodic productions. Great team player with excellent communication and mentoring skills. Teaching experience at the post-secondary level.

## ADVANCED KNOWLEDGE:

### Lighting / Rendering / Compositing:

- Maya
- Redshift
- Arnold
- V-Ray
- Nuke
- After Effects
- Photoshop

### Technical:

- Python Tools (Maya / Nuke)
- User Interface Building

### Production Management:

- Shotgun
- Google Sheets

### *Lighting / Compositing Artist*

MAY – SEPTEMBER 2014

VeggieTales: In The House – Dreamworks Television

### *Lighting / Compositing Artist*

JANUARY – APRIL 2014

The Prophet – Feature Film

### *Compositing Artist*

MAY 2013 – JANUARY 2014

Lah-Lah's Adventures – Television

## **Digital Alchemy – Vancouver, BC**

### *Layout Artist*

MAY – AUGUST 2012

## **3Plains Corporation – Vancouver, BC**

### *CG Generalist*

MAY – OCTOBER 2009

## **Gekido Design – Vancouver, BC**

### *Lead Artist*

APRIL 2008 – MARCH 2009

## **Wishbone X Creations – Vancouver, BC**

### *CG Generalist*

SEPTEMBER 2006 – DECEMBER 2007

Pro Wrestling X – Video Game

## **INTERMEDIATE KNOWLEDGE:**

### **Modeling / Texturing:**

- Environment (Maya)
- Sculpting / Painting (Mudbox / Photoshop)

### **Animation:**

- Character (Maya)

## TEACHING / MENTORING

### Capilano University – North Vancouver, BC

*Lab Supervisor (2D / 3D / VFX)*

AUGUST 2020 – JULY 2023

### LaSalle College International – Vancouver, BC

*3D Modeling Instructor*

MAY 2011 – AUGUST 2011

### Pacific Audio Visual Institute – Vancouver, BC

*3D Animation Instructor*

MAY 2010 – AUGUST 2010

## EDUCATION

### Capilano University – North Vancouver, BC

*Credits Towards Digital Visual Effects Diploma*

SEPTEMBER 2012 – MAY 2013

### Pacific Audio Visual Institute – Vancouver, BC

*Certificate in Animation & Game Design*

SEPTEMBER 2005 – SEPTEMBER 2006

### University of Ottawa – Ottawa, Ontario

*Credits Towards Geography / Geomatics &  
Spatial Analysis Degree*

SEPTEMBER 2002 – MAY 2005