

TIM

3D Generalist & Technical Director

PROFESSIONAL SUMMARY

Dynamic and innovative 3D Generalist & Technical Director with over 10 years of experience in 3D design and visual effects. Proven expertise in creating high-impact visual content using tools like SideFX Houdini, DaVinci Resolve/Fusion, Unreal Engine 5, and Blender. Skilled in leading design teams to deliver projects that exceed client expectations while pushing the boundaries of digital artistry.

KEY SKILLS

- SideFX Houdini, DaVinci Resolve/Fusion
- Unreal Engine 5, Blender
- Visual Effects & Motion Graphics
- 3D Animation
- Project Management & Team Leadership
- Global Branding & International Campaigns
- Complex Problem-Solving
- Technical Workflow Optimization

PROFESSIONAL EXPERIENCE

Technical Director

February 2016 - Present

Boutique 3D Design & Visual Effects Studio

- Lead the technical direction of 3D projects, ensuring the highest quality of visual output across all deliverables.
- Spearheaded innovative campaigns for premium global brands including Adidas, Johnny Walker, and Nespresso, significantly enhancing brand visibility and engagement.
- Developed and optimized complex workflows in Houdini to improve project efficiency and output quality.

Director

2011 - March 2017

Multimedia & Event Production Agency

- Managed a creative team in producing high-quality multimedia content for corporate events and strategic marketing campaigns.
- Implemented emerging technologies and software solutions to maintain a competitive edge in the visual production industry.

Senior Technician

2008 - 2011

Professional Audiovisual Services Firm

- Oversaw all technical aspects of high-stakes audiovisual productions, including the setup and operation of heavy equipment for live events.
- Collaborated with cross-functional teams to ensure the seamless execution of large-scale corporate and public events.

EDUCATION

Cape Audio College

Sound Engineering (2004 - 2005)

St Georges Grammar

Matric (1996 - 2001)