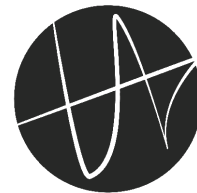


TIMOTHY ARMENT

TEACHER | ARTIST | DESIGNER



INTERESTS

- + AR/VR/XR Development
- + Video Game and Simulation Design
- + Scientific animation and visualization

SOFTWARE

+ Photoshop	+ Blender
+ Unity	+ After Effects
+ Premiere	+ Illustrator
+ Indesign	+ HTML / CSS
+ Maya	+ C#

SKILLS

- + 3D Modeling, Animation, VFX
- + Manifold 3D Modeling
- + 2D Illustration and Animation
- + Video production and editing
- + Video Game Development | Art (Modeling for real-time rendering, UV texturing, organic and hard surface modeling, lighting/lightmapping/ light baking, PBR material workflow)
- + VR game development, mobile game development, PC game development
- + Screen printing, Photogravüre, photolithography

EXPERIENCE

- + **Lecturer I 2019 - Present**
University of Tennessee, Knoxville
Courses Taught:
 - Fall 2019 - GRDS 150, The Idea of Design
 - Fall 2019 - GRDS 255
 - Spring 2020 - GRDS 150, The Idea of Design
 - Spring 2020 - Philosophy of VR
 - Fall 2020 - GRDS 150, The Idea of Design
 - Spring 2021 - GRDS 150, The Idea of Design
 - Spring 2021 - GRDS 103, 3D and 4D Media
 - Spring 2021 - GRDS 444, Independent Research
 - Summer 2021 - GRDS 150, The Idea of Design
 - Fall 2021 - GRDS 150, The Idea of Design
 - Fall 2021 - GRDS 103, 3D and 4D Media
- + **Instructor I 2016 - 2018**
University of Wisconsin in Madison
Courses Taught:
 - Fall 2016 - Art 107, Introduction to Digital Foundations
 - Spring 2017 - Art 107, Introduction to Digital Foundations
 - Fall 2017 - Art 107, Introduction to Digital Foundations
 - Spring 2018 - Art 107, Introduction to Digital Foundations
- + **Freelance Design and Animation I 2015- Present**
Vector Space Studio
Freelance 3D modeling for game assets, 3D printing and manufacturing, film/ VFX and 3D and 2D animation.
- + **IT Specialist I 2015- 2016**
University of Wisconsin in Madison (Biochemistry)
- + **Screen Printer I 2014- 2015**
Green Pea Press

EDUCATION

- | | |
|---|---|
| + Master of Fine Arts
University of Wisconsin in Madison
2015- 2018
4D Media - Animation and Video Game Development | + Master of Arts
University of Wisconsin in Madison
2015 - 2018
4D Media - Animation and Video Game Development |
| + Bachelor of Fine Arts
University of Alabama, Huntsville
2011 - 2014
Print Media - Printmaking, screen printing | + Associate of Arts
Calhoun College
2009 - 2011
Studio Art and Graphic Design |

TIMOTHY ARMENT

TEACHER | ARTIST | DESIGNER

CONTACTS



facebook.com/timothyarment

linkedin.com/in/timothyarment/

instagram.com/timothyarment/



PRESENTATIONS

2021 "Virtual Reality Pizza Prototype for Autistic Learners" Connected Learning Summit

2021 "Bonne Chance: Finding common ground through design" Connected Learning Summit

2020 "Gaming Across the Curriculum", Pellissippi State Community College, Knoxville, TN

EXHIBITIONS

2019 Austin Arthouse Film Festival, Austin, TX

2019 Domestic Oasis, Gallery 1010, Knoxville, TN

2018 Refrain: New work by Timothy Arment, Gallery 7, University of Wisconsin in Madison, Madison, WI

2018 TL;DR: Word and Image, Art Lofts Gallery, Madison, WI

2017 The Void Looked Back, Commonwealth Gallery, Madison, WI

2017 Oversight, Gallery 7, University of Wisconsin in Madison, Madison, WI

2017 Big Ten(t), Brooklyn, NY

2016 Treadmill: Work by Timothy Arment, Gallery 7, University of Wisconsin in Madison, Madison, WI

2016 Multiplicity: Printmaking Exhibition, Art Education Building Gallery, University of Wisconsin in Madison, Madison, WI

2016 You May Have Heard of Me, Art In, Madison, WI

2016 Inside the Tesseract, Gallery 7, University of Wisconsin in Madison, Madison, WI

2016 Lasagna: The Philosophical and Existential Longing for Temporal Meaning in the Age of Multiplicity, Art Lofts Gallery, University of Wisconsin in Madison, Madison, WI

2015 Standard Deviation, Art Lofts Gallery, University of Wisconsin in Madison, Madison, WI

2015 Green Pea Press Print Exchange, Lowe Mill Arts, Huntsville, AL

2015 Playground, Gallery 7, University of Wisconsin in Madison, Madison, WI

2015 Emissaries, Art Lofts Gallery, University of Wisconsin in Madison, Madison, WI

2015 Carnival Corporation, Gallery 7, University of Wisconsin in Madison, Madison, WI

2015 Southern Printmakers Group Exhibition, Lowe Mill, Huntsville, AL

2014 Static Theater: Work by Timothy Arment, Union Grove Gallery, University of Alabama in Huntsville, Huntsville, AL

2014 Annual Juried Student Art Show, Wilson Hall Gallery, University of Alabama in Huntsville, Huntsville, AL

2014 Nashville Print Revival (invitational), Middle Tennessee State University, Murfreesboro, TN

2013 Whimsical Woods, Burritt On The Mountain, Huntsville, AL

2013 Annual Holiday Show, Salmon Library Gallery, Huntsville, AL

2013 Printmaking Show, Union Grove Gallery, University of Alabama in Huntsville, Huntsville, AL

2013 Annual Juried Student Art Show, Wilson Hall Gallery, University of Alabama in Huntsville, Huntsville, AL

2013 Ad Lib Invitational, Wilson Hall Gallery, University of Alabama in Huntsville, Huntsville, AL

2012 Surprise! Summer Work (Invitational), Wilson Hall Gallery, University of Alabama in Huntsville, Huntsville, AL

2012 Mechanical Zoo, Salmon Library Gallery, University of Alabama in Huntsville, Huntsville, AL

2012 Lowe House Group Exhibition (invitational), Lowe House, Huntsville, AL

AWARDS

2018 Network Fellowship, Oculus Rift VR Development, UW Madison

2015 William J. Wartmann Graduate Art Printing Scholarship

2014 Graphic Design Club Award, UAH Art Department

2013 Graphic Design Club Award, UAH Art Department

2012 HASA Graphic Design Big Award, UAH Art Department

2012 Brandon and Rachel Gardner Printmaking Award, UAH Art Department