

Tim Brosius

Director, Multimedia Producer, Production Manager
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I am an immensely imaginative dreamer, storyteller, and artist. I use my abilities in film, animation, and illustration through which I create new worlds, new characters, and new realities to bring my imagination to life. I will take any project from conception to completion either individually, as a part of, or leading a team to create a masterpiece.

Education:

University of Maryland Baltimore County
Class of 2008, BFA, Cum Laude
Film/Video and Animation Major, Art History Minor
Visual Arts Imaging Research Center (IRC) Fellows Program

Long Reach High School
Class of 2004
Technology Magnet Program Visual Communications Emphasis

Career:**2011- present Kolrom Multimedia**
Multimedia Producer/Project Manager

- Creating an immense volume of short technical documentaries, promotional videos, advertisements, music videos, and animated feature films.
- Actualize every stage of production from conception of an idea, through scripting, previsualization, production, finishing, and final timely delivery.
- Manage people and assets of the production team to make sure projects are completed with the requisite quality on time and on budget.

2008- present Freelance/The Orange Hornet
Director/Multimedia Producer/Project Manager

- Direct a wide variety of award winning independent films with varying resources, budgets, and timeframes.
- Engage closely with the production team, actors, clients, and collaborators to ensure the best creative results.
- Utilize an ever growing arsenal of equipment on set for optimal outcomes.
- Take client specifications and translate them into multimedia productions.

2009- 2011 Vuecare Media

Multimedia Producer

- Worked directly with ophthalmologists to create medically accurate eyes and detailed structures of the eye for animations demonstrating a variety of conditions and procedures.
- Generated sophisticated, engaging, and easily digestible content for patients to understand very complex processes.
- Led a small team and completed all phases of production for an entire library of educational medical videos.

2007-2009 Media-Edge; A Division of Exceptional Software Strategies

Multimedia Producer

- Operated as the film and animation appendage of an award winning graphics team for both internal and government contract/DOD client based projects.
- Enthusiastically brought an air of life to educational training videos and created interesting, engaging, and informative multimedia content.

Project Highlights:

July 2013- March 2014 Megillas Lester

Feature length animated film

Production Team Director, Project Manager, Multimedia Producer

- Researched, purchased, designed the necessary custom studio space, and installed brand new motion capture technology systems.
- Expanded upon the current production team by identifying and hiring contract based talent and managing negotiations, contracts, and schedules.
- Directed the production team in all phases of pre-production, production, and post-production, culminating in the on-time delivery of the film for duplication and distribution.
- Additionally worked extensively on every phase of production in a multimedia producer role as one of the principal artists on the project.

September 2012 Voyager: Dawn of Interstellar Exploration

GE Focus Forward Films

Director, Project Manager, Multimedia Producer

- Collaborated with NASA scientists and principal investigators of instruments on the Voyager space probes.
- Conducted interviews, directed art and acting performances, directed the production team and worked as a principal artist on the production, and collaborated with a composer for an original custom soundtrack.

May 2014 Insentient

*Independent short film written and directed by Sohale Desfoli
Editor and Visual Effects Artist*

- Worked closely with the director, sound mixer, cinematographer, and effects artist while editing and performing basic compositing effects to complete the RED 4K independent film in time for submission to film festivals.

August 2007- December 2007 Science on a Sphere

*UMBC IRC Fellows project with Michael Sterobin, NASA Goddard Space Flight Center
Animator, Compositor, Special Effects Director*

- Experimented and innovated with the avant-garde medium of spherical filmmaking.
- Composited filmed footage and animation together, performed test renders in 3D animation software in preparation for a live projection viewing on a spherical screen at NASA Goddard Space Flight Center.

Skills and Software:

- Film/Video: HD and 4K in a wide variety of formats
- Modeling, Texturing, Animation: Maya, 3DS Max, MotionBuilder, Mudbox, Z-Brush
- Motion Capture: OptiTrack Motiv, Faceshift
- Compositing: After Effects, Boujou
- Pre Production/Concept Art and Illustration: Photoshop, Painter, traditional media
- Production: Director, Cinematographer, Grip, Sound Engineer, Art Director
- Post Production/Editing: Premiere, Final Cut Pro, SpeedGrade, Davinci Resolve
- Rendering and Optimization: Mental Ray, Vray, Scanline, Backburner

And copious other plugins and software not mentioned above.

Shows and Exhibits:

- Insentient- Burbank International Film Festival 2014
- Megillas Lester- NYC Lincoln Center and Charles Theater 2014
- Siyum Hashas at Metlife Stadium 2012
- Columbia Festival of the Arts Film Festival- Judges' and Audience choice 2010, 11
- Numerous Screenings at Creative Alliance in Baltimore 2008 to Present
- 48 Hour Film Project- Charles Theater in Baltimore 2010 to Present
- AAO (American Academy of Ophthalmology) Conference 2009 and 2010
- Art Week Exhibit 2005, 06, 07, 08
- URCAD 2008 (Undergraduate Research and Creative Achievement Day)
- Senior Thesis Exhibit 2008
- Thunderstruck Film Festival 2007, 08
- Imaging Research Center Fellowship/Goddard Space Flight Center 2007
- Walter Reed Army Medical Center Museum 2004