

# Timothy Bartolf

Larkspur, CA | [timbartolf@gmail.com](mailto:timbartolf@gmail.com) | 415-948-0638 | [timothybartolf.com](http://timothybartolf.com) |  
[linkedin.com/in/timbartolf](https://www.linkedin.com/in/timbartolf) | [artstation.com/timbartolf](http://artstation.com/timbartolf)

## VR Technical Artist

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Technical Artist with 4+ years specializing in optimized VR educational gaming experiences preserving culture and revealing hidden history through cross-collaboration with libraries and universities. Under budgetary and time limitations, led technical and environment art development on four award-winning VR titles oriented toward social good.

### **Key Accomplishments**

- Technical lead on four XR Libraries VR Experiences receiving three coveted industry Webby Anthem Awards (2021 - 2024)
- Standardized and documented workflows to streamline 3D asset production for XR Libraries game development projects for a team of 3 artists
- Produced over 400 visually compelling, optimized 3D models and procedural materials across several small titles at XR Libraries
- Developed lasting professional partnerships with San Jose State University, American Library Association, and Edutopia (George Lucas Educational Foundation)

## Key Skills

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- Unity Engine proficiency, rendering pipelines (URP/HDRP)
- Developing and documenting 3D asset production workflows and technical specifications
- 3D modeling and texturing with industry-standard software
- Procedural texture art, including animated materials
- Source control using Git for collaboration and version management
- Color theory and composition principles
- Asset optimization and scene organization

## Experience

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### **XR Libraries**

#### *VR Games Technical Artist*

- Technical and environment design lead for three Webby Anthem Award-winning VR experiences (2022–2024)
- Reduced draw calls on key environment assets by up to 80% in some cases
- Designed workflows and production pipelines for digital art and VR asset development
- Cross-team collaboration with project partners across various industries and specialties
- Created technical specifications for art team deliverables for 3 projects

## **XR Marin — A CTE program of Marin County Office of Education**

*VR Intern (2020-2022)*

- Environment design and technical art lead for Anthem Award-winning VR exhibit for “A Way Out of No Way: Marin City’s Hidden Shipbuilders” (2021)
- Developed curriculum and instructed accredited high school level course “Introduction to 3D Modeling For VR” for Marin County Office of Education CTE program

## **XR Marin — A CTE program of Marin County Office of Education**

*XR Intern (2018 - 2020)*

- Maintained and upgraded office-wide VR/AR IT infrastructure across 100+ devices
- Researched, designed, prototyped, and fabricated a custom AR sandbox traveling exhibit displayed at multiple national industry conferences such as the American Library Association (ALA) in Washington DC
- Assisted in coordinating and providing technical support for workshops, conferences, and events including XR Super Girls after-school program to advance girls' and young women's representation in STEM and emerging technology

## **Education**

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### **University of Colorado, Boulder 2023**

*Bachelor of Arts in Philosophy*

- Coursework in Art History, Media Theory, Aesthetics

*Minor in Creative Technology Design in the School of Engineering*

- Coursework in Computer Science, 3D Modeling, Design Theory, Game Design
- Communications, Outreach, and Events Leader at UCB Philosophy Club, Fall and Spring 2022

## **Technology**

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- Google Workspace / Microsoft Office
- Adobe PhotoshopCC, IllustratorCC, IndesignCC, Substance Designer, Substance Sampler, Substance Painter, PremiereCC
- Blender, WorldMachine, L3DT, ZBrush
- Unity, Unreal Engine 5, Real Virtuality, Enfusion Engine
- C#, HLSL, GLSL, ThreeJS, BabylonJS, CSS, HTML