

Timur Rollins

AI SYSTEMS ARCHITECT



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US citizen + Swiss passport. Work-authorized in the US, EU/EEA & Switzerland (no sponsorship).

PROFILE

AI operations and project manager with a background in high-end creative production. Designs and runs working AI and automation systems end to end, building local LLM assistant ecosystems, multi-step agent workflows, and AI-assisted pipelines that sit inside real production delivery.

CORE STRENGTHS

- Designing LLM-driven agent and assistant ecosystems
- Building multi-step automation pipelines and operational panels
- Integrating AI-assisted workflows into creative delivery
- Production operations, scheduling and milestone ownership
- Risk controls, diagnostics and evidence-grounded QA
- Cross-functional stakeholder coordination and handoffs

EXPERIENCE

Creative Project Manager · ContentLabs

Apr 2024 - present

- Lead end-to-end delivery of animation, explainer and branded video projects for global-brand clients, owning scope, schedules, milestone planning, stakeholder reviews and final delivery.
- Manage multidisciplinary teams of motion designers, 3D artists, sound specialists and AI-assisted workflows across 12-15 concurrent productions, with peak loads requiring orchestration of larger teams and external vendors.
- Integrate AI-assisted content pipelines and local assistant tooling into production processes, including research briefs, reminders, evidence-grounded drafting and Frame.io-based review workflows to improve turnaround and reduce rework.
- Maintain project tracking, records and handovers across Salesforce, Jira, Trello and Notion, coordinating client-facing timelines and approvals and ensuring completed work transfers to client-success teams.
- Establish operational controls for live-stream production and digital events, supervising schedules, technical vendors and approval checkpoints to reduce delivery risk.

Freelance Producer & 3D / Motion Designer (AI-assisted) · Freelance

Sep 2019 - present

- Delivered end-to-end client projects, owning scoping, timelines, revision cycles and client communication across motion, 3D and cinematic work.
- Built Unreal Engine 5 projects with MetaHuman and motion-capture integration, delivering assets and prototypes for gaming, cinematic and advertising use cases.
- Designed repeatable AI-assisted production workflows and SOPs for content creation, combining generative tooling with manual review and version control.

Motion Designer - Producer · We Are Love Int.

Aug 2022 - Sep 2023

- Produced branded motion content for marketing campaigns, managing scripts, storyboards and visual direction through to final delivery.
- Managed live-stream production teams for digital events, coordinating technical and creative stakeholders and ensuring schedule and approval adherence.
- Introduced AI tools to accelerate ideation and prototyping while maintaining production quality and approval controls.

Operations & Customer Systems · Webhelp

Jan 2019 - Jan 2023

- Operated in a high-volume, KPI-driven environment, building operational resilience and prioritization under load.
- Managed stakeholder communication at scale and maintained CRM-based record-keeping to support repeatable processes.

EDUCATION

Bachelor's Degree, Motion Graphics, Video & Animation,
Istituto Europeo di Design (IED), Barcelona

LANGUAGES

English C2 · French C2 · Spanish C1