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JASON JAMES

Summary

- Highly creative and multi-talented Senior Animator with more than 14 years in animations for various media platforms.
- Experience in video games, broadcast, motion graphics and editing.
- Teaching 2D, 3D animation and motion graphics for over 4 years.
- Skills include: storyboarding, particle animation, projection mapping, 3D character animation, broadcast graphics and editing.

Highlights

- Animator on Rainbow 6 Vegas, which sold 1.93 million units.
- Freelance motion graphics and editor for award winning Coopers Beer and Spotify campaigns.
- Broadcast graphics for Channel 7 Melbourne newsroom.
- Projection mapping for various musicians such as The Night terrors, NUN and Dj Dexta.

Experience

Freelance Animator/Designer Melbourne

Current

- Created motion graphics for clients such as Coopers Beer and Spotify.
- Developed Broadcast graphics for the channel 7 network.
- Created numerous designs for Mossimo (Pacific Brands).
- Produced After Effects particle animation for Beci Orpin for *Semi Permanent Conference Melbourne 2012*.

Associate Lecturer coordinator-Animation Department Qantm College Melbourne

Sep 2009 – Current

- Teaching 3D character animation and games design.
- Creating numerous lectures and lessons for Maya, Flash, After Effects and Photoshop.
- Managing the creation of numerous video games and animated short films.

Animator

Oct 2008 – Oct 2009

Ettamogah Melbourne

- Toonboom animator, background and prop designs.
- 3D Modeling.
- Animated various characters.
- Created numerous background props on the show Wakkaville.
- 3d modeling for Pre visualization on the show Lil Larkins.
- Modeled and textured various props using Maya and ZBrush animator/character artist.

Animator - Character Artist

Feb 2007 – Sep 2008

Redtribe Melbourne

- Animated on Looney Tunes: Acme Arsenal and Space Chimps.
- Concept artist on unpublished video game Shelton 5.

Animator - Modeler **Oct 2005 – Nov 2006**
Ubisoft Montreal

- Modeled and textured various levels on Star Wars: Lethal Alliance.
- Additive animator on game cycles as well as picture in picture and scripted events on Rainbow 6: Vegas.
- Animator on scripted events for Far cry: Vengeance.

Lead Character Modeler, Texture Artist, Cinematics Artist **Jan 2004 – Oct 2005**
HB Studios Halifax

- Modeled and texture mapped low, medium and high poly characters for EA sports games.
- Created character heads based on actual professional athletes.
- Modeled and textured stadiums and pitches based on actual professional rugby stadiums.
- Developed game cinematics.
- Provided training on Softimage XSI 5.0, Photoshop 7.0 and Maya 5.0 to fellow employees.

Flash Character Animator **Aug 2004 – Nov 2003**
Collideascope Digital Productions Halifax

- Animated on the Gemini Award winning cartoon Ollie's Adventures using Flash and Wacom tablet.

Artist, Flash Animator **Oct 2002 – Feb 2003**
Trainingscape Animation Studios Halifax

- Created 3D backgrounds for animated employee training manuals
- Responsible for lighting, shaders, texture maps, modeling and rendering in Maya 4.5
- Assisted with rough flash animation.

Texture Artist **Jan 2001 – Jan 2002**
Digital Illusions Canada London

- Created textures for video games in Photoshop 6.0
- Uv mapped and low-poly modeled characters in 3DS Max 4.

Storyboard Artist **Oct 2000 – March 2001**
Sullivan Animation, Inc

- Drafted, revised and cleaned up storyboards.

Flash Animator **April 2000 – July 2000**
Synaptic Response

- Designed web sites with team of co-workers.
- Created short flash cartoons for the web.

Education

Bachelor of Arts: Classical Animation **2000**
Sheridan College

References

- Available upon request.

