

JAMES PAWULA

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SUMMARY

Skilled, experienced 3D artist with a strong passion for creating digital content. Worked as a staff artist and as an independent artist. Self-motivated, innovative, adapts quickly to new solutions and works well under pressure, meeting all challenging and critical deadlines.

SKILLS

- 3D Graphics: Autodesk Maya; 3D Studio Max; Element 3D; ZBrush
- Video / Motion Graphics: Adobe After Effects; Premiere; Adobe Photoshop

EXPERIENCE

3D Motion Graphic Artist **Sticky Co , Portland, OR** **June 2016- Present**

- Designed and maintained pipeline for Virtual Reality Mixed Reality productions
- Created stunning Mixed Reality content for client using Oculus touch and HTC Vive
- Modeled portable devices in Maya then animated in After Effects using Element 3D
- Worked on three projects simultaneously for three different campaigns to sell the clients product

3D Artist **Chrome Data Solution, Portland, OR** **July 2015- February 2016**

- Modeled 3D accessories using 3D Studio Max for major car companies
- Rendered elements using Mental Ray and composited in After Effects
- Simplified work flow to optimize efficiency and reduce bottleneck points using after effects scripts
- Worked in a fast paced environment with a small team to meet critical deadlines

Media Designer **Convergence Training , Vancouver, WA** **January 2014-February 2015**

- Effectively created safety and training videos for the pulp and paper industry using 3D Studio Max and After Effects.
- Portray proper use of machinery by setting up cameras and animating characters
- Transformed storyboards into a visually appealing training module for new employees
- Revise/Update 3D models, lighting, and V-Ray settings in 3DS Max and implemented into current projects

3D Motion Graphic Artist **Teletech Video , Chicago, IL** **June 2010-November 2013**

- Collaborated with client, director, and animation team to develop and maintain character pipeline
- Designed a 30 second commercial by creating and finalizing unique models, lighting, texturing, scene setup, character setup and rendering with MentalRay
- Developed simple after effects scenes for ease and flexibility of client changes

EDUCATION

Bachelor of Arts in Animation, DePaul University Chicago, IL