

JAMES HILL

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OBJECTIVE | To work and expand my knowledge as a visual effects artist in a fast paced environment utilizing my artistic and technical skills

EXPERIENCE | **SENIOR VFX ARTIST MIDWINTER – IMPROBABLE WORLDS** 01/2020- Current
Scavengers PC (Steam/Epic), PS4, PS5, Xbox One, Xbox Series S and X

My main duties include creating and pushing the look of visual effects for the game Scavengers. I also create schedules for outsourcing and provide feedback on a regular basis as well and mentor other artists. I've become savvy in blueprint and setup and manage the game's usage of "Gameplay Cues" that can apply a variety of visual effects to characters. Other duties include setting up content pipelines, materials, working with other designers and artists to prototype and implement vfx and optimizing the game for consoles using PIX

VFX ARTIST (Contract) 343 INDUSTRIES - MICROSOFT 05/2019- 12/2019
Created Materials and FX for the sandbox team: Ranging from Weapons, Barriers, Grav Lifts, and exploding Fusion Coils. I also worked with other fx artists to provide feedback whenever possible

VFX ARTIST (Contract) OCULUS- FACEBOOK 10/2018- 05/2019
Created VFX for "First Steps," a new user experience that launched with the release of the Oculus Quest VR hardware. My duties included designing, prototyping and finalizing vfx and shaders as well as optimizing them to run on a mobile VR platform.

SENIOR TECHNICAL/VFX ARTIST FUNBITS LLC 07/2014-10/2018

Primary responsibilities included concepting, prototyping, creating, and maintaining performance on visual fx on a wide range of platforms from Mobile VR to high-end PC. During my time at Fun Bits I met regularly with design, tech, and art leads to help overcome challenges that both sides presented. This helped me grow both artistically and technically in other areas of game/VR experience dev from lighting, tech art and materials, rigging, poly reduction and preparing props, landscapes for lighting, and GPU optimization.

SHIPPED TITLES

First Contact -Oculus Quest VR Port -2019

Squids From Space -PC (Early Access) Steam -2018

Orbital Loop VR -Google Daydream -2016

Virtually Live: Hampden Demo - HTC Vive -2016

Halp: Oculus VR -2016

Sony Santa Monica Studio's "Fat Princess Adventures" PS4 -2015

- Worked closely with Graphics Engineers to develop a GPU based particle system from the ground up. All of the fx were scripted using PSSL, then compiled and edited directly on the PS4.
- Designed all player class fx (archer, mage, engineer, and warrior), including multiple variations and levels of weapon fx
- Worked with Design team to quickly prototype, implement, and refine boss fights sequences.
- Created enemy, NPC, gore, no-gore, ambient, and environmental based fx
- Worked with Engineers to help maintain an average of 2-3ms for particle fx, meeting or exceeding our publishers requirements of 1080p at 60fps.

VFX ARTIST AIRTIGHT GAMES INC 06/2010-06/2014

Square Enix's "Murdered: Soul Suspect" Xbox One, Xbox 360, PS4, PS3, PC

- Created and optimized material and sprite effects used on the main player, enemies, combat, and environments.
- Created "ghost object" material effects used on environment props, gameplay and cinematics.
- Created lighting effects such as lens flares and blooms to enhance the mood the Art Director was aiming for.
- Worked to develop particle systems, character and environment materials that could take advantage of next gen hardware while maintaining performance requirements on current gen hardware.

ENVIRONMENT ARTIST AIRTIGHT GAMES INC

01/2008-06/2010

Capcom's "Dark Void" Xbox 360, PS3, PC

- Modeled high and low poly meshes and worked with designers to place them in levels
- Tasked with creating foliage used game wide
- Created "Watcher" tech materials used throughout the gameplay environment

CREATIVE ARTIST (FREELANCE) SPEEDSHAPE

08/2007- 09/2007

- Rendered out QTVR images and animations for General Motors Saturn brand website
- Rendered images used in automotive brochures for the Pontiac G8

**TOOLS &
TRICKS**

UE4, ue3, Unity, shaderforge, C4 Engine, Maya, Houdini, Cinema 4d, zbrush, Vray, Phoenix FD, C# PSSL, perforce, photoshop, aftereffects, substance, pbr workflow, hdr workflow, speedtree cad

EDUCATION

THE ART INSTITUTE OF CALIFORNIA, SAN FRANCISCO

04/2004-03/2007

Bachelor of science in media Arts and Animation

SCHILLER INTERNATIONAL UNIVERSITY, STRASBOURG FRANCE

09/2006-12/2006

Studies in Art History, European History, and European Culture