

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 | **VFX ARTIST (Contract) OCULUS** 10/2018- Current

- Creating and optimizing VFX and Materials for an unannounced project

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

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 that would be readable from long distances yet maintain a visual fidelity up close
- 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
- Used Vray to shade, light, and render high res automotive CAD models

**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, SPEDTREE CAD

EDUCATION

THE ART INSTITUTE OF CALIFORNIA, SAN FRANCISCO

Bachelor of science in media Arts and Animation

04/2004-03/2007

SCHILLER INTERNATIONAL UNIVERSITY, STRASBOURG FRANCE

Studies in Art History, European History, and European Culture

09/2006-12/2006