

Objective

My objective is to collaborate with a team of creative and technical individuals, producing the best quality work possible within budgeted milestones and deadlines.

Education

Full Sail University - Winter Park, FL

Associate of Science Degree in Computer Animation

August 2005 - August 2007

- Thorough training in Autodesk Maya, Adobe Photoshop, Adobe After Effects, Mental Ray and Autodesk Mudbox
- Focus on modeling, texturing and lighting for both real time assets and for high resolution film quality assets
- Familiarization with Linux and Mac OS, MEL scripting and Mental Ray

Defense Information School - Laurel, MD

Certificate in Advanced Electronic Imaging Course

February 2002 - May 2002

- Advanced Adobe Photoshop training for photo manipulation/concepts
- Training on flatbed, drum and filmstrip scanner technologies
- Usage of large and small format printers and studied constraints of image resolution and color gamut effects on production

Certificate in Basic Graphics Technician Course

December 1999 - March 2000

- Basic graphic artist training and traditional 2d art training including typography and layout
- Training in Adobe Photoshop, Illustrator, QuarkXpress, Macromedia Studio products and Adobe After Effects
- Traditional fine arts training producing acrylic paintings, charcoal life drawings and pastels
- Studied basics of color theory, line/eye flow and common layout

Experience

Firebrand Games - Merritt Island, FL

3D Artist, Technical Artist

May 2008 - June 2010

- General 3d Artist tasked in the creation of general real time assets for the Nintendo Wii and DS platforms. These objects include billboards, particle effects, animations, etc
- Environment artist tasked with modeling virtual worlds, hand painted texturing combined with photo sourcing. Implemented lighting using baking techniques and vertex lighting
- Vehicle and prop artist tasked with modeling, texturing and lighting of real time assets
- Skilled in the manipulation of LUA scripts to alter particle effects, character physics, model placements in world
- Technical setup artist tasked with creating volume system for each environment that determined what was culled and what was drawn for any given frame
- Rigging artist tasked with creating simple rigs for environment geometry and creating world animations using joint systems
- Created texture animations for usage in game, utilizing UV animations on a texture

James Arndt

5000 St. Georges Rd. Unit 205B

Ormond Beach, FL 32174

(386) 451-9220

arndtjam@aol.com

www.luciddesignsonline.com

Experience (continued)

DXD Post FX - Mission, KS

3d Artist / Motion Graphics Artist

December 2007 - March 2008 (contract)

- Worked daily using Adobe After Effects to produce commercial animations for MLB teams
- Created 3d models in Autodesk Maya, textured assets, lit and rendered assets inside of Maya
- Usage of Butterfly node render farm management system to render out high resolution image sequences from both Maya and After Effects
- Created motion and text based animations inside of Adobe After Effects software and composited HD Maya render sequences

L&R Publications (Digest of Homes Magazine - Port Orange, FL

Graphic Artist

October 2003 - September 2005

- Completed design and layout of magazine advertisements per client work orders
- Produced 1/4, 1/2 and full page ads for usage in both print and web advertisements
- Experience pre-flighting all advertisement work before proofing to client
- Daily phone contact with clients to obtain a professional relationship with assigned clients, to obtain ad information and for proofing feedback purposes

United States Marine Corps - MCAS Cherry Point, NC

Graphic Artist

October 1998 - October 2003

- Produced designs such as signage, banners, posters, flyers, web site design, interface design and tactical map design and lamination
- Managed entire Graphic Arts section for Marine Corps Air Station Cherry Point
- Researched new supply sources and costs for supplies, purchased supplies, and maintained a working inventory of graphic shop supplies
- Directly received customers, logged work requests and maintained a database that tracked materials consumed per project, which resulted in data used to justify future funding for our supplies

Software/Hardware Knowledge

- Proficient in Autodesk Maya products, Autodesk Mudbox, Adobe Photoshop CS5, Adobe Illustrator CS2, Adobe InDesign CS2, Adobe After Effects CS2, Unity 3D Engine, FreeScale Codewarrior, Perforce Asset Management software and Macromedia Studio products such as Dreamweaver
- Familiar with Autodesk 3ds Max, Apple Shake, Final Cut Pro and Syntheyes and Unreal Engine SDK

Artistic/Personal Skills

- A passion for digital art, both 2d and 3d, and a drive to always learn more about new aspects of a software or hardware tool
- The capability of working well in a team or working in a solitary position and following direction from art leads and team leaders
- A strong work ethic and a drive to see projects through to completion, always pursuing the ideal balance between speed and quality
- A very strong ability to take other's concepts and bring them to life, to follow direction and implement changes via feedback
- A strong background in graphic design/layout as well as a background in 3d artwork, modeling, animating, lighting and texturing

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