



James Morris

105 75<sup>th</sup> Way NE

Fridley, MN 55432

510.209.4110

## Objective

To create exceptional digital content, teach others to do the same and provide leadership and support to those around me. To contribute to the company I'm with and seek opportunities for growth. To work within a team of individuals who have a passion for what they are able to do.

## Qualifications

- Expert Knowledge of 3D software
- Expert Knowledge of 3D Animation
- Motion Capture Techniques
- 3D Character Rigging techniques
- Character concept and design
- 3D Sculpting and Modeling
- Traditional Drawing and Illustration
- Web Design and Development
- Project Management
- Product Development
- Time and Resource Management
- Teaching and Mentoring
- Team Development and Supervision
- Curriculum Development

## Digital Software

- Maya
- 3D Studio Max
- Vicon IQ 2.5
- Vicon Blade
- FaceFx
- ZBrush
- Unreal Engine 4
- CSS3
- AngularJS
- MotionBuilder
- Photoshop
- Illustrator
- After Effects
- Motion Analysis Cortex
- Unity 3D
- HTML 5
- JavaScript

## Professional Experience

- Minneapolis Media Institute Feb 2015 – Present  
Edina, MN **Program Chair / Lead Instructor**  
Program Chair for the Animation & Game Design and the Graphic & Web Design departments. Responsible for teaching classes and the day to day management of the 2 departments ensuring the continual development of curriculum and the faculty within them. I work closely with the Academic Dean, Campus President and other Chairs to ensure compliance with our accrediting body and the normal operations of the campus.
- Minneapolis Media Institute Sept 2011 – Jan 2015  
Edina, MN **Instructor**  
Instructor in the Game Art and Animation Program. Teaching Character Animation, Introduction to 3D Modeling, Photoshop, Design, Team Development and other courses. I work closely with other instructors and the Program Chair to ensure the curriculum is up to date and serving both the students and the needs of the industry.
- Sunstone Games June 2013 – May 2014  
Fridley, MN **Lead Character Animator - Contract**  
Creating in-game character animation for Colossal Kaiju Combat. Handle animation of characters, props and cameras for use in game. Work closely with the game designer and character artists to ensure full integration and function of assets.
- Bobiam Digital March 2013 – April 2013  
Fridley, MN **Lead Animator - Contract**  
Created Character Animations for Bobiam Skate Park. Assisted with asset integration in the game engine. Worked closely within the team to help concept and execute the finished product.
- DiscountMedia LLC March 2012 – June 2012  
Fridley, MN **Freelance Animator**  
Created character animations for use in media and commercials.
- Atomic Games Sept 2010 – Jan 2011  
Plymouth, MN **Artist**



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Contract Artist for "Breach". Work closely with Owner to create screenshots, UI and other art assets for use in promotional material and on website.

Atomic Games Mar 2010 – May 2010  
Plymouth, MN Artist

Contract Artist for "Breach". Worked closely with Owner to create screenshots, UI and other art assets for use in promotional material and on website.

Atomic Games Mar 2009 – Aug 2009  
Plymouth, MN Animator

Character Animator for "Six Days in Fallujah". Work closely with Lead Animator and Art Director to create animations for in-game character motions and cinematics. Also work closely with Core-Tech to help develop animation tools and systems. Duties include Key-Frame Animation, Facial Animation, Mo-cap shoot setup, running, post-processing and clean-up.

Destineer Studios Sept 2006 – Mar 2009  
Plymouth, MN Animator

Character Animator for forthcoming AAA title. Work closely with Lead Animator and Art Director to create animations for in-game character animation and cinematics. Also work closely with Core-Tech to help develop animation tools and systems. Duties include Key-Frame Animation, Facial Animation, Mo-cap shoot setup, running, post-processing and clean-up.

Visual Affects Productions Dec 2004 – Sept 2006  
Los Angeles, CA Character Animator - Volunteer  
Character Animator for film "No Continues"

Fugue of Nazareth Apr 2004 – Jul 2004  
San Francisco, CA Lead Character Animator / Rigger – Volunteer Student Film

Character Animator, Rigger and Modeler for short film "Fugue". Worked closely with Art Supervisor to create animations for lead characters. Duties included Animation, Animation Clean-up, and Character Rigging, and some modeling, as well as the creation of blend shapes for characters and objects

Cyberploc Studios Apr 2002 – Nov 2002  
Venice, CA Contract Character Animator

Character Animator for short film "Grand Ma". Worked closely with Director and Lead Animator to create animations for lead characters. Duties included Animation, Animation Clean-up and Lip-Syncing

**Titles**

Colossal Kaiju Combat Lead Character Animator  
Bobiam Skate Park Lead Animator  
Breach Artist  
Six Days in Fallujah (Unreleased) Animator  
Iron Chef America: Supreme Cuisine Artist  
Summer Sports 2: Island Sports Party Motion Capture Engineer

**Education**

Bachelor of Fine Arts in Computer Arts Aug 1998 – May 2002  
Focus: Character Animation  
Academy of Art College, San Francisco, CA

**Interests**

Gaming, Reading, Drawing, Cartoons

**Other**

Minneapolis Media Institute - College of Media Arts Apr 2010 – Sept 2011  
Minneapolis, MN Member of the Advisory Board for Game Art and animation

Minnesota First Robotics Oct 2012 – May 2013  
Minneapolis, MN Member of the Advisory Board for Game Art and animation



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**Reference**

David Ong                      Animator  
Yuke's LA, INC  
650-455-3974

Patrick Przybyla              Senior Animator  
High Moon Studios  
415-533-0257

Brett Hawkins                 Artist  
King Show Games  
[BHawkins1@comcast.net](mailto:BHawkins1@comcast.net)

Tony Chiodo                    CEO / Founder  
Soul and Vibe Entertainment, Inc Studios

Ced Funches                  Executive Director Design  
Vox Media, Inc

Bob Strenger                  Sound Designer II  
IGT  
[bobstrenger@yahoo.com](mailto:bobstrenger@yahoo.com)

**Awards "Grandma"**

Anney International Animated Film Festival (Best Project Nomination)

Animation Kobe (Award in Network animation)

Japan Digital Animation Festival (Japan) (Special Jury Award)

Kalamazoo Animation Festival (USA) (Independent category Silver Award)

Barebones International Film Festival (USA) (Best Animation)

Houston World Festival (USA) (Bronze, Remi Award)