



James Morris

105 75th Way NE

Fridley, MN 55432

510.209.4110

Digital Artist

With 15 years of content development experience, 6 years of teaching and 3 years of industry related leadership, I'm an experienced 3D Artist, Animator and Design professional who is looking for the next opportunity. I have developed content for Games, Short film, Commercials, and Marketing campaigns and poses a proven track record of project and team management.

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 / Mentoring
- Team Development and Supervision
- Curriculum Development

Digital Software

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

Professional Experience

Program Chair / Lead Instructor

Feb 2015 - Present

Minneapolis Media Institute - Edina, MN

- Supervise all administrative, financial and departmental aspects.
- Directed programmatic evaluations and designed strategies for their development and implementation.
- Cultivated and improved relationships with other departments, administrators and faculty.
- Supervise instructor professional development, improved employee retention and competency within the department.
- Prepare and submit annual budget and related priorities.
- Re-designed the 3D programs to reduce student costs, and improve enrollments
- Led the department to increase student retention and placement.

Adjunct / Full Time Instructor

Sept 2011 – Jan 2015

Minneapolis Media Institute - Edina, MN

- Re-designed the 3D programs to increase student retention and placement within the local community and abroad.
- Developed new curriculum for 2D and 3D programs.
- Taught multiple weekly classes in digital subjects from 2D to 3D to Project Management and Development.
- Provide relevant assignments to students and continually redevelop curriculum to suit industry trends.
- Challenged, engaged and mentored students to encourage participation and personal growth.
- Maintained professional growth as required by accrediting body.

Lead Character Animator - Contract

Jun 2013 – May 2014

Sunstone Games - Fridley, MN

- Managed timelines and expectations to get the project back on track.
- Created in-game character, prop and camera animations.
- Integrated and tested art assets into the game to ensure full functionality.
- Worked closely with other Lead Designer and Lead Character Artist to improve overall functionality and playability of game.



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Lead Animator - Contract

Mar 2013 – Apr 2013

Bobiam Digital - Fridley, MN

- Developed and managed animation asset list and appropriate timelines for final deliverable.
- Lead animation department in the creation of assets including characters, cameras and props for final deliverable.

Freelance Animator

Mar 2012 – Jun 2012

DiscountMedia LLC - Fridley, MN

- Created character animations for use in media and commercials.

Contract Artist

Mar 2010 – Jun 2011

Atomic Games - Plymouth, MN

- Developed animations, screenshots, user interface layouts and other art assets for use in promotional marketing material.
- Designed art layouts for material to be used on website for product promotion.
- Designed mockups and pre-production layouts whenever necessary.
- Reviewed and assembled final designs for publication and web release.

Animator

Sep 2006 – Aug 2009

Atomic Games - Plymouth, MN

- Created animations for use in-game and cinematics.
- Worked closely with level and audio designers in small SCRUM teams to improve delivery of milestone goals.
- Worked with core-tech team to develop animation tools, systems and pipelines to improve production time and efficiency.

Character Animator - Volunteer

Dec 2004 – Sept 2006

Visual Affects Productions- Los Angeles, CA

- Created character animations for un-release short film.

Lead Character Animator / Rigger – Volunteer Student Film

Apr 2004 – Jul 2004

Fugue of Nazareth – San Francisco, CA

- Generated asset lists and timelines for animation department.
- Created character rigs, models and animations.
- Worked closely with Art Supervisor to develop the look and feel for lead characters.

Contract Character Animator

Apr 2004– Nov 2002

Cyberploc Studios – Venice, CA

- Created character animations for short film.
- Worked closely with Director and Lead Animator to create consistent character movement between various shots.

Titles

Colossal Kaiju Combat

Bobiam Skate Park

Breach

Six Days in Fallujah (Unreleased)

Iron Chef America: Supreme Cuisine

Summer Sports 2: Island Sports Party

Lead Character Animator

Lead Animator

Artist

Animator

Artist

Motion Capture Engineer

Education

Academy of Art College

San Francisco, CA

Bachelor of Fine Arts in Computer Arts

Focus: Character Animation

Aug 1998–

May 2002