

JW

James Woods

3D Modeler & Animator

jwoods3d@hotmail.com | (360) 513-5490

Skills

- 3D Maya Modeler
- 3D Animation
- Photoshop
- Digital Painting
- Punctual & Deadline Driven

Experience

Dark Hammer Productions Inc.

July 2015 - Current

Owner & Game Designer

- Designing the game mechanics and layout for card and board games
- Digitally creating artwork for games, box art and instructions
- Delegation and management of duties for company success

Dollar Tree Warehouse, Ridgefield WA

Sept. 2004 - Apr. 2016

Warehouse Associate

- Filling orders in a safety conscious manner using a voice recognition system and using heavy machinery to load, unload and confirm order correctness to and from the warehouse for quality control

The Art Institute of Portland, Portland OR

Spring 2015

Student pre-production team - "Sweet Dreams", 2D Artist

- Created concept designs of characters and assets for the "Sweet Dreams" production, using Photoshop and hand drawn techniques, taking direction from storyboards
- Created a color study to enhance the feel of the story

Student production team - "Rock Paper Grail", 3D Modeler

Spring 2016

- Modeled assets in Maya from concept for production while keeping poly counts manageable
- Modeled the background scene in which the animation took place

Student production team- "Selfie Bird", 3D Modeler

Summer 2016

- Modeled assets for the production in Maya
- Animated the main characters for the beginning scenes

Education

Art Institute of Portland, Portland OR

Fall 2016

Bachelor of Fine Art in Media Arts & Animation

Achievements

U.S. Army

Sept. 1988 - June 1990

Army Achievement Medal awarded for high inspection score in tool room