



James Norem

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SUMMARY

- Passionate CG Artist with extensive training in high and low-resolution organic, hard surface, and environment modeling and texturing.
- Skilled Maya Generalist experienced in fast paced production environment of 3D assets for network television broadcast.
- Skilled in normal mapping, displacement mapping, game asset creation, polygon, NURBS and subdivision modeling, UV layout and texturing, general dynamics, rigging, lighting, compositing and animation
- Over 20 years formal art training and creative experience.
- Skilled Educator with two years of experience teaching computer animation at the collegiate level.
- Business Professional skilled at scheduling and managing multiple, diverse groups of employees in corporate and educational settings.

EDUCATION

Full Sail, Orlando, FL – Bachelor of Science in Computer Animation 2007
University of Kansas, Lawrence, KS – Undergraduate Studies in Fine Art and Illustration 1990 – 1993

SOFTWARE PROFICIENCY

- Autodesk MAYA
- Pixologic ZBrush
- Adobe Photoshop
- Unreal Editor 2004
- Apple Shake
- Final Cut Pro
- Alienbrain
- Microsoft Office Suite

RELATED EXPERIENCE

Full Sail University - Winter Park, FL Apr. 1, 2010 – June 2012
Senior Lab Instructor: Modeling Department / Staff Artist – Production Modeling, Model Creation, Shaders and Lighting.

Department Scheduling and Staff Management. Student instruction and supervision in an advanced-education environment. Hard surface and organic modeling instruction with Maya and Zbrush. Shader set-up and file map generation, lighting and rendering instruction with Mental Ray and Photoshop.

Project Six-Piece - Winter Park, FL Jul. 6, 2010 – June 2011
Character Artist – Mutant Chicken Massacre
Collaborative character, plot, and environment development for an open-source FPS video game.

Entity FX - Santa Monica, CA Aug. 18 – Nov. 22, 2008, July 14-25, 2009
3D Generalist for Commercial Television and Film Visual Effects.
Modeling, Texturing and Lighting, Dynamics, Animation, and Compositing for “48 Hours”, “Entourage”, “Smallville”, and “Terminator: The Sarah Connor Chronicles”, “Watchmen” (uncredited)

Technicolor Interactive - Burbank, CA Dec. 1, 2008 – Feb. 26, 2009
Senior 3D Artist
Character Modeling and Digital Sculpting, Character and Environment Texturing, Asset Management, Junior Artist Management for Activision/Value Promotional Cinematic. “Bakugan” and additional titles - TBR.

Ghost House Pictures / Mandate Pictures / Curse Productions - Los Angeles, CA Aug. 11 – 23, 2008
Freelance Pre-visualization Character Artist and Modeler
Character Development and Modeling of Pre-visualization Asset for “Drag Me to Hell” (uncredited)

Superior/Volt Technical Resources - Disney Interactive – Glendale, CA Feb. 4 – Aug. 15, 2008
Quality Assurance Tester
Quality Assurance Testing and Standards Compliance for “The Chronicles of Narnia: Prince Caspian” (PS2), and “Bolt” (360)

RELATED EXPERIENCE CONT.

Stardust Studios – Santa Monica, CA Freelance Rotoscope Artist Matte Creation for Sprint Palm Centro Commercial, Nicole Scherzinger “Rio” (Caress Brazilian Mix) Music Video	Jun. 9 – 15, 2008
Harbinger Media – Los Angeles, CA Visual Effects Artist, Graphic Artist, Modeler Visual Effects, Modeling, Logo Development and Compositing for “Jenny Got a Boob Job” Short Film	Sept. 7 – Dec. 22, 2007
Running With Scissors – Tucson, AZ Freelance Zbrush Artist Asset Development and Normal Map Creation for “Postal 3” - TBR	Sept. 1 – Nov. 30, 2007
Tail Fin Studios – Orlando, FL Freelance Modeler Chinese Dragon Model for SISQO “Who’s Your Daddy” Music Video	Feb. – Mar. 2007

ADDITIONAL EXPERIENCE

Green Fairy – Orlando, FL Freelance Artist / Graphic Designer Traditional and Photoshop Artist for Promotional Flyers	2005 - 2007
Blue Buddha Lounge - Lawrence, KS Freelance Artist / Graphic Designer Traditional and Photoshop Artist for Promotional Flyers	2000 - 2003
Thunder Castle Games – Lee’s Summit, MO Game Tester and Quality Assurance Content Contributor, Game Mechanics Tester, and Quality Assurance for Highlander: TCG	1994 - 1995
Clockworks – Lawrence, KS Illustrator, Game Tester, and Quality Assurance Character Illustrator, Content Contributor, Game Mechanics Tester, and Quality Assurance for Asylum RPG.	1993 - 1994

AWARDS AND PUBLISHED WORKS

Full Sail Advanced Achievement Award Acknowledges outstanding achievement, effort, dedication, skill, leadership and sacrifice throughout the whole year.	2007
Full Sail Course Director’s Awards: <i>Object Perspective</i> -Drawing and Sculpture <i>Character Modeling</i> - Original 3D Character	
Promotional Image - “Hellcycle” for 2007 SIGGRAPH Calendar, Full Sail	2007
Collectible Card Games – “James Horton” for Highlander: TCG, Thunder Castle Games	1995
Illustrations – Character Archetypes for Asylum, Clockworks	1994

