

JAMES CODDINGTON

DIGITAL ARTIST

208 263 8383

<http://www.soaringbrain.com>

Summary

I use the latest tools from Unity (UE4+), Autodesk, EON VUE, Adobe and many other exciting studio applications to create realistic, artistic, hyper unique, ultra secret, visually compelling environmental and special assets for use in digital media, training facilities, simulation, games, television, film and much more. I have a firm grasp of asset development, limitations and dependencies. I love working with talented designers, programmers and producers to perfect that delicate balance between jaw dropping aesthetics, implementation time and performance. Clear, concise communication and a love for beautifully executed production is what I am all about.

Skills

- Maya
- Virtual Reality
- Technical Artistry
- Lighting
- Mental Ray
- After Effects
- Compositing
- Photoshop
- Unity
- Augmented Reality
- Advanced Prototyping
- Animation
- Vray
- Motion Graphics
- Motion Tracking
- Conceptual Art
- E-on Vue
- Photogrammetry
- 3D Modeling
- Fractal Texturing
- Rendering
- Visual Effects
- Illustrator
- Texturing

Experience

Clouddesign Inc 10 / 2008 - Present
Unity Developer (Environment Artist)

VR Sci-fi City for Oculus Rift Game "Untitled" ~ Still in Development

- Maya (Modeling, FBX Generation, UV Texturing)
- VUE (HDR/IBL Generation, Environment Assets)
- Photoshop (Texture Editing)
- Unity (Middlewear Oculus VR)
- MandelBulb3D (Fractal Texture Generation)

Clouddesign Inc 09 / 2014 - 10 / 2014
Freelance VFX Artist

"Drumline 2"

- After Effects (Compositing, Effects, Rotoscoping)

Northern Vision Studio 02 / 2014 - 09 / 2014
Unity Environment Developer

Using a vast combination of software to create visually compelling, photorealistic immersive environments to be used in a realtime rendering solution that leverages the cloud for product advertising and advanced prototype development.

Programs I use to create photorealistic environments for use in Unity3D:

- Maya (Modeling, FBX Generation)
 - VUE (Environment and HDR Generation)
 - Unity (Middlewear)
 - Photoshop (Texture Editing)
 - Genetica (Texture Generation)
-

Rocket Alien Unity Environment Artist

07 / 2014 - 08 / 2014

Create rich and compelling 3D Environments for use in Unity3D.

- Maya (Modeling, FBX Generation)
 - VUE (Environment and HDR Generation)
 - Unity (Middlewear)
 - Photoshop (Texture Editing)
-

Orbital Transports CGI Artist (Prototype Visualization)

07 / 2014 - 07 / 2014

Using basic CAD models provided by Orbital transports to create visually compelling renders for use in publicity and interest generation.

"Orbital Transports is creating a new paradigm for traveling from the Earth to Space.

We are building safe, affordable, reusable transportation to space for humans and cargo using lighter-than-air vehicles." <http://www.orbitaltransports.com/>

- Maya (Modeling, UV Texturing, Lighting, Camera)
 - Photoshop (Texturing)
 - Genetica (Texturing)
-

Orcas 3D Studios Unity Developer

10 / 2013 - 03 / 2014

Created rich and compelling assets for realtime rendering/ production demonstrator.

Final Client: Toyota

- Maya (Modeling, FBX Generation)
 - VUE (Environment and HDR Generation)
 - Unity (Middlewear)
 - Photoshop (Texture Editing)
 - Genetica (Texture Generation)
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Cloudesign Inc VFX Artist (For Broadcast Television)

10 / 2008 - 01 / 2014

Compositing and Animation for CBS "The Mentalist"

- Maya (Modeling, Texturing, Rigging, Animation, Lighting)
- Photoshop (Texturing)
- After Effects (Post Production, VFX, Motion Design)

VFX and Technical Artist for Discovery Science "Through the Wormhole"

- Maya (Modeling, Texturing, Rigging, Animation, Lighting)
 - Photoshop (Texturing)
 - After Effects (Post Production, VFX, Motion Design)
-

Lockheed Martin 09 / 2013 - 12 / 2013
Freelance Lead 3D Artist

Lockheed Martin :: “Speaking of the Future”

- Maya (Modeling, Texturing, Rigging, Animation, Lighting)
 - VUE (Environments, Skies, Clouds, Landscapes, Organic Materials, Forests)
 - Photoshop (Texturing)
 - After Effects (Post Production, Motion Design)
-

Thistlebit 01 / 2011 - 03 / 2013
Co Founder and Senior UI Designer

Thistlebit is a software development studio and distributed game development workshop. I co-founded the company in 2011, and contibuted as Art Director and Senior UI Developer for 4 published mobile apps with over 200K users to-date, from initial concept through publish through update releases. Our flagship title, a roguelike RPG for mobile & PC, was mothballed mid-production due to funding shortfalls, and will likely not be released.

- Balsamiq (Wireframe and UIX Tools)
 - Photoshop (Art Asset Generation)
 - Illustrator (Logos, Art Asset Generation, IU)
 - Unity (Middlewear)
 - Flash (Prototyping)
-

Lockheed Martin 10 / 2012 - 12 / 2012
Freelance Lead Artist/Generalist

Lockheed Martin :: Innovations Project V1 "Advanced Aeronautics"

- Maya (Modeling, Texturing, Rigging, Animation, Lighting)
 - VUE (Environments, Skies, Clouds, Landscapes, Organic Materials, Forests)
 - Photoshop (Texturing)
 - After Effects (Post Production, Motion Design)
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DARPA 09 / 2012 - 11 / 2012
Lead 3D Artist

DARPA Novawurks Hyper-Integrated Satlet system • Maya (Modeling, Texturing, Rigging, Animation, Lighting, Camera) • VUE (Lighting, Environments) • Photoshop (Texturing) • After Effects (Motion Graphics, Editing, Post Production)

Cloudesign LLC 06 / 2010 - 08 / 2010
Freelance Visual Effects Artist

“Blue Lagoon: Awakening”

- Maya (Modeling, Rigging, Animation)

- After Effects (Compositing, Effects, Post)
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Flying Moose Pictures 07 / 2010 - 07 / 2010
Freelance Motion Graphic Designer

Motion Graphics

- Illustrator (Assets)
 - After Effects (Motion Design)
 - Flash
-

ProfitStreams 2010 - 2010
Designer

- Flash
-

United States Department of Defense 03 / 2009 - 05 / 2009
Motion Graphic Artist and CGI Generalist

US Department of Defense Joint Space Operations and Command Mockup Facility

- Maya (Modeling, Rigging, Animation)
 - Illustrator (Asset Generation)
 - After Effects (Compositing, Effects, Post)
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JPL (NASA's Jet Propulsion Laboratory) 10 / 2008 - 12 / 2008
Maya Generalist

NASA/JPL/Northrop Grumman Advanced Satellite Virtual Prototyping

- Maya (Modeling, Texturing, Rigging, Animation, Lighting)
 - VUE (Environments, Skies, Clouds, Landscapes, Planets, Stars)
 - Photoshop (Texturing)
 - After Effects (Post Production, Motion Design)
-

4gig 04 / 2008 - 05 / 2008
Maya Technical Artist

Hi Res 3D Interior Architecture Rendering.

- Maya (Modeling, Lighting, UV Texturing)
 - Mental Ray (Rendering)
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Fly Design - Graphic design studio 03 / 2008 - 04 / 2008
Freelance Motion Graphic Designer

3D Motion Graphics

- Illustrator
- Photoshop
- After Effects

01Insights
Sound Designer

08 / 2007 - 04 / 2008

Audio Design and Animation for flatscreen poker tables games.

- Illustrator
- Photoshop
- After Effects
- Ableton Live
- Digital Performer
- Peak Audio

Bosco Productions
Maya Generalist

01 / 2007 - 03 / 2008

Advertisement for Qwest Communications – Sporting Events Featured on Various Jumbotron Video Screens.

- Maya (Environments, Modeling, Animation, Rigging, Lip Sync, Lighting, Rendering)
- After Effects (Motion Graphics, Editing)
- Ableton Live (Sound Design)
- Photoshop (Texture Editing and Generation)

Creative Lift
Freelance Motion Graphic Designer

07 / 2007 - 08 / 2007

Charter Cable Commercial Spot

- Illustrator
- Photoshop
- After Effects

Vantos Inc
Freelance Motion Graphic Designer

04 / 2007 - 04 / 2007

Motion Graphics

- Illustrator
- Photoshop
- After Effects

Foundation Content/Post
3D Artist

03 / 2006 - 04 / 2006

Gatorade Commercial Spot

- Maya (Modeling, Rigging, Animation)

Qwest Communications
Network Management

1999 - 2001

Broadband Network Management. Layer One Fiber Monitoring and Management.

Coordinated with fellow network management personnel within the Qwest Network Control Center located in Denver CO.

From there (looks like NORAD) we monitored the worldwide fiber networks for cuts, powerfailure and other disasters. Once one was identified we dispatch fiber splicers, HVAC crews and whatever else was needed to get the fiber back up and running. I was in charge of international government systems and the trans-Atlantic cable.

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Education

School of the Art Institute of Chicago
Bachelors , Art Technology and Fine Arts

2003 - 2006

Assistant teacher for Compositing

Aims Community College
associates , aviation

1996 - 1997

Aviation

Boulder High School

1990 - 1993

Interests

I believe in heart pounding, bleeding edge projects that blur the lines between art and technology. I believe that our industry is on the cusp of unprecedented upheavals in technology and new markets, and that that the survival advantage will lie with those who can quickly and repeatedly adapt to these new frontiers. I believe that in a highly effective team, much like the hologram, each individual is a representation of the whole, and contains within a responsibility for the overall picture. I believe in my ability to be an indispensable asset that will bring professionalism, optimism, humor, teamwork and a childlike wonder to the most challenging of nerdcrafts.

As Richard Branson says, "A person who has multiple degrees in your field isn't always better than someone who has broad experience and a great personality."

Certifications

Emergency Medical Technician

03 / 2012

National Registry of Emergency Medical Technicians · License:
E3014842

Languages

- English
- Spanish