JAMES LAWRENCE WATT

jameswatt3d@gmail.com
www.gameVFXartist.com
(+44) 7767 424223

OVERVIEW

A passionate artist with 12 years experience in 3D graphics and 7 years creating visual effects for games.

- Taken entire projects from start to finish as sole VFX artist
- Comprehensive knowledge of creating optimised effects for both realistic racing and first person titles to meet hardware limitations, whilst producing the highest quality results.
- Solid understanding of the animation of particle motion and the creation of animated textures and meshes for many different styles of effects.
- Focused on the design and development of most run-time and tool systems for creating game VFX, as well as coming up with new ideas for producing cutting-edge game effects.
- Extensive knowledge of software, in particular 3dsmax, Softimage, Modo and Photoshop.
- Coded tools to simplify complex problems, eliminate repetitive tasks and help artists work efficiently.
- Good project planning and team-working skills, co-ordinating small teams to tight deadlines.
- Excellent problem solving skills through troubleshooting workflows and debugging effect tools.
- Self-taught all software and programming languages currently used.

EMPLOYMENT

The Chinese Room
Brighton
Senior VFX Artist
Sep 2013 - Present
www.thechineseroom.co.uk

Sole VFX artist with responsibilities for all particle effects work, rigid body simulations the creation of most cutscenes and animation in Everybody's Gone to the Rapture.

- Designed and created all ambient effects, abstract light effects and character effects
- Animated all characters in the projects 80 scenes and setup most of the animation in the title
- Contributed conceptual game ideas and involved with the development of game mechanics
- All rigid body setups with ropes, cloth, constraints and physics objects
- Developed look and movement of AI entities in the game
- Setup all water volumes and created flow maps for water flow direction throughout project
- Learned most areas of Cryengine but focused on particle effects, in-engine animation systems (trackview) and node-based design system (flowgraph)
- Strong understanding of Modo, used to create and pose characters for scenes and create geometry for project

Rebellion, Oxford
VFX Artist
Nov 2012 - Sep 2013
www.rebellion.co.uk

Working as one of the principle vfx artists on all game effects, object destruction and slow-motion effects.

- Creating and rigging destructible objects, fracturing geometry and animating using RBD simulation methods in Maya for key destruction sequences
- Produced new vfx across the project including slow-motion effects and explosions
- Specifying new features for the VFX system to improve the quality of effects
- Developing Javascript plug-ins for Photoshop to simplify the creation and editing of animated texture maps
- Creating new texture maps using fumefx, Softimage, Max and photoshop

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Codemasters, Guildford **Experienced VFX Artist** **- Acting Lead VFX Artist** Oct 2007 – Oct 2011 www.codemasters.com	Acting lead VFX artist of the final months of Bodycount and offered 'Group Lead VFX Artist' position at end of project. Experienced Visual Effects Artist for the games GRID, OFP2 and Dirt2. • Completed the final pass on all effects including muzzle flashes, impact effects, atmospheric and environment effects. • Managed the completion of all vfx work for Bodycount and coordinated a small team in an external office to complete work to a tight schedule. • Worked with main VFX programmer on the design and implementation of all VFX run-time systems, pipeline and tools for Bodycount. • Created decals and lens flares and helped develop grading and volume light system on Bodycount. • Setup main design and project planning documents for future vfx run-time systems in Codemasters. • Created many effects for GRID, OFP2 and Dirt2 including fireworks, crashes, impact effects, atmospherics, environment effects and kickup, as well as particle lighting. • Created tools for batch editing, analysis and optimisation of particle effects.
Urban Circus, Australia **3D Developer** Nov 2006 – May 2007 www.circus3d.com	Created 3D scenes of massive urban planning areas for a real-time interactive engine. • Coded tools which analysed massive CAD data-sets, then automated population of 3D environments. • Developed artist tools to make it easier to populate large scenes with 3D content. • Built many 3D environments and assets in 3dsmax and Softimage for interactive 3D applications.
Atlas Interactive, Aberdeen **3D Generalist** Jun 2001 – Mar 2006 www.atlasinteractive.com	Created both complex rendered projects for DVD as well as interactive, low-poly environments for real-time, web-deployed applications. • Controlled most 3D projects in Atlas Interactive through their entire production, from initial client meeting, design, source-material collection, creation of all 2D and 3D assets to final signoff. • Travelled to various countries to collect source material, photos and relevant CAD files for projects. • Excellent communication skills, through meeting clients and identifying their project needs. • Gained a deep working knowledge of creating graphics, working on a wide range of real-time and rendered projects and interpreted CAD drawings of machinery and facilities to create accurate 3D models (eg. oilrigs, boats, underwater machinery and mechanical equipment). • Designed, built and coded both 2D and 3D interactive web-based content in Flash and Director.
OTHER EMPLOYMENT	Website design, door-to door sales, mango picking, airport security and fish factory work.

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SOFTWARE

3ds MAX	• Comprehensive knowledge of modelling, texturing, lighting, mechanical and character rigging, particle animation, HAVOK, rendering and setting up network render farms in MAX.
MAXscript	• Developed many tools to simplify or automate the process of creating 3D scenes, batch edit effect files, tools to improve workflow and add to core functionality of 3dsmax.
Cryengine	• Know most systems within cry engine, focused on particles, flowgraphs and trackviews.
Unreal	• Particles, complex blueprint setups, shader creation, character rigging and animation.
Photoshop	• Extensive experience in photographic manipulation and texture creation.
Softimage	• Knowledge of modelling, animation, ICE particles, lagoa, rendering, and general workflow.
Z-brush	• Organic modelling, displacement and normal map creation and texture painting.
Maya	• Fluid dynamics for the creation of smoke and explosion textures, rigid body physics simulations, character rigging and animation
Houdini	• Knowledge of programs procedural workflow techniques
Modo	• Modelling, lighting, rendering, rigging and particle animation
Premier & After Effects	• Previs, DVD graphics, 3D animation post-processing, tracking and video editing
Flash, Director & Actionscript	• Created both 2D & 3D interactive animations and interfaces using OOP programming techniques.

ACADEMIC

AUG 1996 – MAY 2001 Robert Gordon University	BEng Honours Electronic and Communications Engineering 2nd class
Thesis	Model based analysis and synthesis of video images Video conferencing footage was analysed and information was extracted to find the position and rotation of key facial features. The data was then sent across the internet to control the motion of a 3D model of the users head.
Academic Skills	• Broad knowledge of physics and mathematical concepts, which helps with programming and understanding 3D techniques.
	• Solid knowledge of programming language concepts through using C, MATLAB and VHDL.

PERSONAL

Photography	Keen interest in photography and involved in various photo clubs.
Travel	Traveled around amazing countries including India, Nepal, China, South East Asia, East and Western Europe, Cuba and Australia.
Sports	Hiking, swimming, badminton, the gym and mountain biking.
Reading	Interest in fiction, non-fiction, biographies, art books and books on graphics.
Music	Self taught the acoustic guitar and regularly go to gigs.
Film	Film courses at local cinema and regular film goer.
Drawing	Drawing portraits and general sketching as well as life-drawing courses.

REFERENCES	Available on request