

JAMES WESTON

3D ARTIST - ASSETS & ENVIRONMENTS

With seven years of experience in high-end visual effects, I've had the opportunity to contribute to a wide range of projects, from advertisements to films and TV shows. My journey began as a generalist, but I found my passion in asset creation and environment work, developing a versatile skill set that combines creativity with efficiency. Motivated and enthusiastic, I thrive on new challenges and am always eager to grow and push my creative boundaries.

CONTACT

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


RESIDENCY STATUS

 British Citizen
 Permanent Resident Of Canada

EDUCATION

 Teesside University
Computer Animation & Visual Effects
Bachelor of Arts
First Class Honours

KEY SKILLS

 Houdini VEX
 Procedural Modeling
 Hard Surface Modeling
 Scattering & Set Dressing

FILMOGRAPHY

 Sonic The Hedgehog: 3
 Godzilla X Kong: The New Empire
 Dune: Part Two
 Shazam: Fury Of The Gods
 The Wheel Time: S1 E8
 The Matrix: Resurrection
 Fantastic Beats: 2022

RELEVANT WORK EXPERIENCE

- **UNTOLD STUDIOS, LONDON, UK** 2024 - PRESENT
3D Artist - Assets & Environments
 - Environment Generalist:** Crafted detailed hard surface and organic environments, elevating project realism and visual impact. This includes layout, blocking, asset creation, scattering, set-dressing and vegetation
 - Asset Creation:** Modeled, textured, and developed assets to align with artistic direction, enhancing overall production quality.
 - Houdini Expert:** Built complex scattering setups and optimized rendering for stunning, efficient results.
- **DNEG, VANCOUVER, CA** 2021 - 2023
Build TD - Modeler (Assets & Environments)
 - Led Team to Success Under Pressure:** Instrumental in guiding a team of artists to deliver a large-scale environment model within a critical deadline.
 - Hard Surface & Organic Modeling:** Created intricate models, from hard surface assets to large-scale organic environments.
 - Versatile Asset Creation:** Modeled assets using Maya, ZBrush, and Houdini to meet diverse project needs.
 - Environment Modeling:** Supported the environment team by modeling and scattering complex, close-up environments.
 - Houdini Tool Development:** Built and documented custom Houdini tools (HDAs) to streamline workflows.
 - FX-Friendly Workflows:** Developed and documented modeling workflows tailored for seamless FX integration.
- **FRAMESTORE, LONDON, UK** 2021 - 2021
3D Modeler & Texture Artist
 - Hard Surface Modeling:** Created detailed models for both close-up shots and large-scale environments.
 - Advanced Asset Modeling:** Modeled assets in Maya and Houdini using non-destructive procedural workflows for fast iterations under tight deadlines.
 - Tool Development & Showcase:** Presented new tools and workflows in weekly meetings, enhancing team efficiency with Houdini solutions.
 - Unreal Engine Integration:** Delivered a project in Unreal Engine 4, creating and implementing HDAs for seamless in-engine use.
- **ONE OF US, LONDON, UK** 2020 - 2021
3D Asset Artist
 - Asset Department Collaboration:** Reported directly to the supervisor, ensuring alignment with project goals and quality standards.
 - Modeling & Texturing:** Created high-quality props, environment, and character assets using Maya, ZBrush, and Houdini.
 - Pipeline Testing:** Evaluated a new Houdini-based rendering pipeline to optimize production workflows.
- **The Mill, LONDON, UK** 2017 - 2020
3D Generalist
 - Fast-Paced Environment:** Collaborated with leads and supervisors, adapting quickly to dynamic project demands.
 - Versatile Asset Creation:** Produced a wide range of assets, from character models to full-scale environments.
 - HDRI & Lighting:** Created HDRIs from raw photos, set up lighting, and rendered final shots to achieve high-quality visuals.
 - Asset Library Management:** Organized and maintained a comprehensive asset library for streamlined production.

SOFTWARE USED:

