

# JAMES WESTON

## ASSETS & ENVIRONMENT ARTIST

With seven years of industry experience in high-end visual effects, I have contributed to a diverse array of projects, including advertisements, TV shows, and films. Beginning my career as a generalist and later specializing in asset creation and environment work, I have developed a versatile skill set. This allows me to produce exceptionally high-quality work while optimizing workflows for speed and efficiency.

### CONTACT

 james-weston@hotmail.co.uk

 linkedin.com/in/jamesaweston

 jaweston.com

### PORTFOLIO

 artstation.com/jaweston

 jaweston.com/showreel

 jaweston.com/generalistshowreel

### RESIDENCY STATUS

 British Citizen

 Permanent Resident of Canada

### EDUCATION

 Teesside University  
Computer Animation & VFX  
Bachelor of Arts  
First Class Honours

### FILMOGRAPHY

Godzilla x Kong: The New Empire

Time Bandits: Season 1

Dune: Part Two

Last Of Us: Season 1 E3

Shazam: Fury Of The Gods

The Matrix: Resurrection

Wheel Of Time: Season 1 E10

Fantastic Beasts: 2022

Godmothered

### RELEVANT WORK EXPERIENCE

**Untold Studios, London, UK** 3 Months 2024 - 2024

3D Artist

Role: Environment Generalist

- Environment generalist building a detailed hard surface/ organic environment
- Modelling, texturing & look development of assets
- Building complex scattering setups and rendering using Houdini

**DNEG, Vancouver, CA** 2 Years, 1 Month 2021 - 2023

Build TD

Role: Modelling & Environments

- Hard surface models and large scale organic environment models
- Modelled assets using Maya, ZBrush, and Houdini.
- Collaborated with the environment department to model and scatter complex close-up environments.
- Built and documented Houdini tools (HDA).
- Created and documented FX-friendly modeling workflows.

**Framestore, London, UK** 6 Months 2021 - 2021

3D Modelling & Texture Artist

Role: Modelling & Texturing

- Hard surface models for close up and large environments
- Modelled assets using Maya and Houdini.
- Developed assets with advanced non-destructive procedural workflows for fast iteration under tight deadlines
- Led weekly show-and-tell meetings to showcase new tools and workflows I developed within Houdini.
- Delivered a project in Unreal Engine 4, creating HDAs for use within the game engine.

**Carson+Doyle, Remote, UK** 6 Months 2020 - 2021

Freelance Motion Graphics Designer

Role: Motion Graphics & AR Artist

- Joined the team as a freelance motion graphics artist for a Tinder ad campaign.
- Learned Lens Studio, Snapchat's AR software.
- Created successful Tinder Snapchat lens's and filters for their PYOT campaign.

**One Of Us, London, UK** 1 Year 2020 - 2021

3D Asset Artist

Role: Modelling & Texturing

- Worked within the asset department, reporting directly to my supervisor.
- Modelled and textured props, environments, and character assets using Maya, ZBrush, and Houdini.
- Tested a new Houdini-based rendering pipeline.

**The Mill, London, UK** 2 Years, 10 Month 2017 - 2020

3D Generalist

Role: Full generalist role with a stronger focus within asset development

- Worked in a fast-paced advertising environment, reporting to leads and supervisors.
- Created a wide range of assets, from characters to full-scale environments.
- Created HDRIs from raw photos, set up lighting, and rendered final shots.

### ACHIEVEMENTS

Last Of Us - Season 1 - 2023 - Emmy Winner 2024

- I was part of the environment team on the show at DNEG Vancouver

O2 Media Awards - Emerging Talent Runner Up 2013

- Nominated for an animated short film I created for my A-Level media project.

### SOFTWARE



Houdini



ZBrush



Mari



Marvelous Designer



Substance Painter



Maya



Blender



Arnold



Substance Designer



Unreal Engine



Renderman