

James Jean-Pierre

Objective Seeking opportunities where hard work, creativity, and dedication will add value to the operations.

Education Bachelor of Arts, Computer Animation - University of Central Florida, 2003

Skills

- **High/Low Poly Modeling/Texturing – Specializing in Character Modeling**
- Technical Animation
- Editing and Compositing
- Web/Flash Design/Animation

Software Knowledge

- Maya, 3D Studio Max, ZBrush, Mudbox, Crytek CryEngine 3, Deep Creator (real-time)
- Adobe Photoshop, Dreamweaver, Flash, Premiere, After Effects
- Headus UVLayout

Work

Experience

04/09-present

3D Graphic Artist – General Dynamics C4 Systems, Orlando, FL

- Create Next-Generation 3D Character Models for use in Next Gen Game Engines
- Modeling, Texturing, Characters, Environments, and miscellaneous assets for use in Real-Time Scenarios
- Implementing Motion Capture Data in use with the 3D Characters in Real-Time situations

05/09-present

Character Modeler (Freelance) – VCOM3D, Orlando, FL

- Modeling/Texturing game resolution Character Models for use in a number of real-time training scenarios

10/06-04/09

Lead 3D Artist - Atlantis Systems America, Orlando, FL

- Supervise and organize a team of artists who create animations and graphics for training and simulation.
- Revise and enhance all graphics that are created by the Multimedia Department.
- Design 3D models and textures for real-time simulations.
- Create animations in Deep Creator to aid military training.
- Create still graphics and animations for training purposes.

01/06-present

3D Artist (Freelance) - Orlando, FL

- Character Modeling for Independent Feature Film
- Animation for local television and Medical Training

05/06-06/06

3D Modeler (Freelance) - Mighty Mojo Studios, Orlando, FL

- Designed high-resolution architecture for prospective customers.
- Created designs for models.

01/05-03/06

3D Artist - FPMI Solutions, Orlando, FL

- Designed low-resolution and high-resolution polygon models for military simulations.
- Ensured compliance of high-resolution Cad data to graphic standards.
- Created schematics with Macromedia Flash.

01/05-05/05

Adjunct Professor - University of Central Florida, Orlando, FL

- Taught students the fundamentals of computer animation (modeling, texturing, lighting, etc.)
- Formulated curriculums that best suited the needs of the students and helped them refine their craft.

03/04-12/04

Lab Instructor - Full Sail Real World Education, Orlando, FL

- Instructed lab students to create basic and advanced high-resolution 3D character modeling and rigging.
- Showcased in-house examples to demonstrate proper techniques for creating efficient models and good deformation when skinning.

Organizations Orlando ACM SIGGRAPH Member
CG Society Member

Accolades Runner-up, Animation Magazine's Face-to-Face Character Modeling Competition