

## James Schmitt - Designer and CG Artist

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## Professional Experience

### Animation Technical Director - Zoic Studios

July 2015 - Present

Character FX, Cloth/Hair/Crowd Rigging and simulation, Rigging, Modelling, Lighting, Mocap automation, Animation, QT gui Tools

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### Technical Assistant - Image Engine

February 2015 - May 2015

Render farm management

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### Technical 3D artist/generalist - Codecatch

September 2013 - January 2014

Modelling and shading for 3D Tilesets, modelling automation via maxscript, characters and weapons

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### Medical Modelling Technician - Institute for Reconstructive Science and Medicine (iRSM)

Oct 2011 - Sept 2013

Surgical Facial Reconstruction planning, 3D printing lab, Medical product design, Casting, Database Design

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### Digital Artist - University of Alberta, Scriptease

May 2011 - March 2012

Character Modelling, Rigging, Shading, real time animated emotion blending system in Unity

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## Education

- Jan 2014 – Dec 2014 Vancouver Film School Diploma with Honours in 3D Animation and Visual Effects
- Sep 2007 – May 2011 U of A Bachelor of Design, Industrial Design with Computing Science Route
- Sep 2004 – Jun 2007 Harry Ainlay High School Matriculation with Honours

## Skills

- Maya, Zbrush, Houdini, Max, Mari, Substance, Rhino, Nuke, and Adobe suite.
- Fine Art: Drawing, Sculpture, Photography, Sketching, Typography
- Programming experience in Python, C, C++, Perl, Java, JavaScript, PHP, MySQL, CSS, HTML5
- Industrial Design Process (Research -> Ideation -> Prototyping -> Manufacturing)
- Maintaining and utilizing Rapid Prototyping, and 3D scanning technologies.

**References** - Available on request