

James Lewis
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Objective: To obtain a role in a studio passionate about world-building and creating highly detailed in-game environments and hard-surface props.

Software:

FOCUS: MayaLT for creating Hi-Poly models despite the Polygon limit.
Substance Designer for creating reusable base materials and texturing models. Photoshop for cleanup/texturing.
CryEngine V and Unreal Engine 4 for presenting game ready models; white boxing levels, and prototyping my own projects.
Marmoset Toolbag for presenting real time work.
Plastic SCM for source control to own personal cloud.

Education:

California State University
Northridge Northridge, CA
12/2014 B.A. Art

Tidbits:

Fav KOF fighter: Kyo.
Favorite Game weapon:
Shrinker/Expander
Wants to travel the world with Yoshi or Sonic as his sidekick.

Projects: [Tiberium Genesis](#) 7/2016 - 5/2017

- Came on as prop artist for independent project. Created props with LOD's in MayaLT.
- Unwrapped UV and authored textures in photoshop.
- Adhered to polygon and memory constraints.
- Contributed props to be used in CryEngine.

[Vitra](#) 2/2016 - 3/2016
Seattle, WA Team of 7

- Authored tiling textures and props with MayaLT, Bitmap2Material, and Photoshop.
- Worked with team to design levels and author master material in Unreal Engine 4 to complete project in 3 days.

Work Experience:

[Azure Network Engineer](#), Mindtree/Microsoft
Redmond, WA 3/2016 - present

- Collaborate on cross-team and cross-product technical issues by working with resources from other groups to resolve customer issues. Report software bugs and customer suggestion to the product group.

[TechLink Mobile](#), Unisys/Microsoft
Redmond, WA 8/2015 - 3/2016

- Worked in Mobile Tech link supporting Microsoft Full Time employees. Set up laptops for FTE.

[Environment Artist](#), Chronos VR
Seattle, WA 8/2015 - 1/2016

- Started as Instructor for Chronos Dev. School. Also acted as artist for ChronosVR studio focused on creating Architectural Visualization demo for Oculus DK2.
- Built environments using Maya for use in Unreal Engine 4 for VR demos. Authored Shaders and lit environments in Unreal Engine 4 to convey mood.
- This led to the studio having a demo to use for presentation for potential clients.

[VFX Artist](#), Bright Penny Productions
Los Angeles, CA 11/2014 - 11/2014

- Came on as a freelancer and did background replacements in Mocha pro. Completed necessary shots needed to ship independent film.

[Intern](#), Hoax Films
Culver City, CA 2/2014 - 5/2014

- As an intern learned about studio pipeline for developing shots for use in production. Trained on compositing software and lighting software. Worked on compositing shots for a short film consisting of 2D tracking, stabilizing, and sky replacements. Trained on source control using Open Pipeline.