

James Pawula

3D Artist/Motion Graphics

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Jamespawula.com

Skills

3D Modeling Tools:

Autodesk Maya; 3D Studio Max; Element 3D; ZBrush

Video / Motion Graphics:

Adobe After Effects; Premiere; Adobe Photoshop

Experience

Convergence Training / Media Designer

August 2017 - February 2018, Vancouver, WA

- Effectively created safety and training Elearning videos for the pulp and paper industry using 3D Studio Max and After Effects
- Portray proper use of machinery by setting up cameras and animating characters
- Transformed storyboards into a visually appealing training module for new employees

Sticky / 3D Motion Graphic Artist

June 2016 - June 2017, Portland, OR

- Designed and maintained pipeline for Virtual Reality Mixed Reality productions
- Created stunning Mixed Reality content for client using Oculus touch and HTC Vive
- Modeled portable devices in Maya then animated in After Effects using Element 3D
- Worked on three projects simultaneously for three different campaigns to sell the clients product

Chrome Data Solution / 3D Artist

July 2015 - February 2016, Portland, OR

- Modeled, Textured and Lit 3D accessories using 3D Studio Max for major car companies
 - Rendered elements using Mental Ray and composited in After Effects
 - Simplified workflow to optimize efficiency and reduce bottleneck points using after effects scripts
 - Worked in a fast paced environment with a small team to meet critical deadlines
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Education

DePaul University / Bachelor of Arts in Animation

Chicago, IL