



# James Pawula

## 3D Artist

[james.pawula@gmail.com](mailto:james.pawula@gmail.com)  
[www.jamespawula.com](http://www.jamespawula.com)  
[LinkedIn: www.linkedin.com/in/james-pawula](https://www.linkedin.com/in/james-pawula)

Previously worked as a 3D Artist, part of a 3D team at J.D. Power's ChromeData Division, creating visualizations for the automotive industry using Maya and Unreal. Experience with Adobe Photoshop, Adobe After Effects, Autodesk Maya, 3DS Max, Unreal, Unity Engine. Focused on high/low-poly 3D modeling, 3D Texturing and Lighting, Arnold Rendering, 3D Animation and AR/VR.

## Professional Experience

---

**3D Artist** ChromeData, Part of J.D. Power, Portland, Oregon Area | September 2018 - January 2023

- Rendered photo-realistic images for vehicle accessory turnarounds using render layers in Arnold.
- Translated concept art of props, environments into efficient, polished, and detailed 3D models using modeling, sculpting, and texturing skills while considering technical and design constraints.
- Created 3D models of vehicle accessories in Autodesk Maya utilizing polygonal modeling techniques.
- Created realistic environments and props used for vehicle animations in Unreal and Unity.
- Reviewed models and assets and resolve problems and optimize models.
- Collaborated with a small team of artists sharing best practices, modeling for production, and promoting artistic growth.
- Created scenes using modeling, texturing, lighting, animation, physics, and particle systems from start to finish

**Media Designer** Convergence Training | August 2017 - February 2018

- Effectively created stunning safety and training videos for the pulp and paper industry using 3D Studio Max and After Effects.
- Transformed storyboards into a visually appealing training module for new employees.
- Revised/updated 3D models, lighting, and V-Ray settings in 3DS Max and implemented into current projects.
- Collaborated with subject matter experts to establish visual accuracy and representation of models.

**3D Artist** Sticky Co. | June 2016 - June 2017

- Worked on three projects simultaneously for three different campaigns to sell the clients product.
- Created stunning Mixed Reality content for client using Oculus touch and HTC Vive playing "Arizona Sunshine".
- Designed and maintained pipeline for Virtual Reality Mixed Reality productions.
- Modeled "Light Chimes" as a previsualization for an art piece for the Portland Winter Light Festival using Unity for a VR experience.
- Realistic 3D model of studio work space for Oculus touch and HTC Vive as a pre-visualization for potential remodeling.
- Modeled portable devices in Maya then animated in After Effects using Element 3D.

## Education

---

**Bachelor of Art in Animation** DePaul University, College of Computing & Digital Media

## Key Skills

---

- Autodesk Maya
- Autodesk 3ds Max
- Unreal Engine
- Unity
- Adobe Suite (Photoshop, After Effects)