



James Norem

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SUMMARY

- Passionate CG Artist with extensive training in high and low-resolution organic, hard surface, and environment modeling.
- Skilled Maya Generalist experienced in fast paced production environment of 3D assets for network television broadcast.
- Skilled in normal mapping, displacement mapping, game asset creation, NURBS and sub-division modeling, UV layout and texturing, general dynamics, rigging, lighting, compositing and animation
- Over 20 years formal art training and creative experience.

EDUCATION

Full Sail, Orlando, FL – Bachelor of Science in Computer Animation 2007
University of Kansas, Lawrence, KS – Undergraduate Studies in Fine Art and Illustration 1990 – 1993

SOFTWARE PROFICIENCY

- Autodesk MAYA
- Pixologic ZBrush
- Adobe Photoshop
- Unreal Editor 2004
- Apple Shake
- Final Cut Pro
- Alienbrain

RELATED EXPERIENCE

Technicolor Interactive - Burbank, CA Dec. 2008 – Feb. 2009

Senior 3D Artist

Character Modeling and Digital Sculpting, Character and Environment Texturing, Asset Management, Junior Artist Management for Activision/Value Promotional Cinematic. Multiple Titles - TBR.

Entity FX - Santa Monica, CA Aug. – Nov. 2008

3D Generalist for Commercial Television Visual Effects.

Modeling, Texturing and Lighting, Dynamics, Animation, and Compositing for "48 Hours", "Entourage", "Smallville", and "Terminator: The Sarah Connor Chronicles", "Watchmen" (uncredited)

Ghost House Pictures / Mandate Pictures / Curse Productions - Los Angeles, CA Aug. 2008

Freelance Pre-visualization Character Artist and Modeler

Character Development and Modeling of Pre-visualization Asset for "Drag Me to Hell" - TBR

Superior/Volt Technical Resources contracted by Disney Interactive – Glendale, CA Feb. – Aug. 2008

Quality Assurance Tester

Quality Assurance Testing and Standards Compliance for "The Chronicles of Narnia: Prince Caspian" (PS2), and "Bolt" (360)

Stardust Studios – Santa Monica, CA Jun. 2008

Freelance Rotoscope Artist

Matte Creation for Sprint Palm Centro Commercial, Nicole Scherzinger "Rio" (Caress Brazilian Mix) Music Video

Harbinger Media – Los Angeles, CA Sept. – Dec. 2007

Visual Effects Artist, Graphic Artist, Modeler

Visual Effects, Modeling, Logo Development and Compositing for "Jenny Got a Boob Job" Short Film

Running With Scissors – Tucson, AZ Sept. – Nov. 2007

Freelance Zbrush Artist

Asset Development and Normal Map Creation for "Postal 3" - TBR

Tail Fin Studios – Orlando, FL Feb. – Mar. 2007

Freelance Modeler

Chinese Dragon Model for SISQO "Who's Your Daddy" Music Video



ADDITIONAL EXPERIENCE

Green Fairy – Orlando, FL Freelance Artist / Graphic Designer Traditional and Photoshop Artist for Promotional Flyers	2005 - 2007
Blue Buddha Lounge - Lawrence, KS Freelance Artist / Graphic Designer Traditional and Photoshop Artist for Promotional Flyers	2000 - 2003
Thunder Castle Games – Lee's Summit, MO Game Tester and Quality Assurance Content Contributor, Game Mechanics Tester, and Quality Assurance for Highlander: TCG	1994 - 1995
Clockworks – Lawrence, KS Illustrator, Game Tester, and Quality Assurance Character Illustrator, Content Contributor, Game Mechanics Tester, and Quality Assurance for Asylum RPG.	1993 - 1994

AWARDS AND PUBLISHED WORKS

Full Sail Advanced Achievement Award Acknowledges outstanding achievement, effort, dedication, skill, leadership and sacrifice throughout the whole year.	
Full Sail Course Director's Awards: <i>Object Perspective</i> -Drawing and Sculpture <i>Character Modeling</i> - Original 3D Character	
Promotional Image - "Hellcycle" for 2007 SIGGRAPH Calendar, Full Sail	2007
Collectible Card Games – "James Horton" for Highlander: TCG, Thunder Castle Games	1995
Illustrations – Character Archetypes for Asylum, Clockworks	1994