

James Grimmer

San Jose, CA
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3D Artist

Hard-working 3D artist with proven skills in modeling, texturing, and lighting for creative purposes. Proficient in Maya, Photoshop, Zbrush, xNormal, Substance Painter, and Mudbox. Dependable individual who works efficiently and demonstrates excellent communication skills.

Education

Cogswell Polytechnical College – San Jose, CA 05/2017
Bachelors of Arts Degree in Digital Arts and Animation, Concentration in 3D Modeling

Projects

Environment Artist

Cuca the Child Eater - San Jose, CA 01/2017 - 05/2017

- Modeled assets and props for the environment
- Worked on UVs for the assets to prepare them for texturing, rigging, and importing into Unreal
- Previewed and tested the environment with Oculus Rift VR headset

Environment Artist

Project Xalenth (Working title) – St. George, UT 06/2016 - 10/2016

- Worked remotely as an environment artist
- Worked on assets which contained foliage, mainly grass and plant life

Game designer

Ball Rolling Game - San Jose, CA 12/2014 - 01/2016

- Developed a 3D platformer in Unity
- Integrated the UI, graphics, scripting, and compositing
- Tested and troubleshooted game to ensure quality

Work Experience

Teacher

Futures Academy – Cupertino, CA 08/2019 - present

- Teaching game design, animation, and 3D modeling classes in a one on one setting
- Assist students with building skills in Blender, Maya, Unity, TupiTube, GIMP, Audacity, Mudbox, and OpenShot

Teaching Assistant

Digital Media Academy - Palo Alto, CA 07/2018 - 08/2018

- Worked with students in building skills in After Effects, Maya, and Toon Boom Harmony in visual effects and animation classes
- Helped students with organizing presentations

QA Tester

Square Panda Inc. - Sunnyvale, CA 09/2017 – 10/2017

- QA testing and repair for playsets for iPad and Android educational games
- Helped with packing and unpacking shipments