

# JAMES HILL

Greater Seattle Area | [www.thirdj.com](http://www.thirdj.com) | [thirdj@gmail.com](mailto:thirdj@gmail.com) | 530.306.0022

**OBJECTIVE** | To work and expand my knowledge as a visual effects artist in a fast paced environment utilizing my artistic and technical skills

**SKILLS** | Sprite based particle effects  
In-game cinematic effects  
Material based effects and post effects  
Console optimization; current and next generation  
Hard surface and organic environment and vehicle modeling

**SOFTWARE** | UE4, UE3, Maya, 3ds Max, Vray, Zbrush, Photoshop, Phoenix FD, Oculus VR, PSSL/C#

**EXPERIENCE** | **VFX ARTIST FUN BITS INTERACTIVE LLC**  
07/2014-CURRENT

**Sony Santa Monica's "Fat Princess Adventures" PS4**

- Created a wide assortment of visual effects from magic spells to confetti to huge boss fights. All while maintaining a steady 60fps on the PS4.
- Worked closely with graphics engineers to implement a GPU based particle system from the ground up. I learned how to script shader code in the PS4's native shader language, PSSL to perform complex particle movements.
- Worked with the art team to develop a look for in game fx and created materials and textures to support the fx using methods ranging from hand painted to complex fluid simulations.
- Created task lists and schedules to help communicate dependencies with other departments during production.

**VFX ARTIST AIRTIGHT GAMES INC**  
06/2010-06/2014

**Square Enix's "Murdered: Soul Suspect" Xbox One, Xbox 360, PS4, PS3, PC**

- Created and optimized material and sprite effects used on the main player, enemies, combat, and environments.
- Created "ghost object" material effects used on environment props, gameplay and cinematics.
- Created lighting effects such as lens flares and blooms to enhance the mood the Art Director was aiming for.
- Worked to develop particle systems, character and environment materials that could take advantage of next gen hardware while maintaining performance requirements on current gen hardware.

**ENVIRONMENT ARTIST AIRTIGHT GAMES INC**  
01/2008-06/2010

**Capcom's "Dark Void" Xbox 360, PS3, PC**

- Modeled high and low poly meshes and worked with designers to place them in levels
- Tasked with creating foliage used game wide that would be readable from long distances yet maintain a visual fidelity up close
- Created "Watcher" tech materials used throughout the gameplay environment.

**EDUCATION** | **THE ART INSTITUTE OF CALIFORNIA, SAN FRANCISCO**  
04/2004-03/2007

Bachelor of Science in Media Arts and Animation

**SCHILLER INTERNATIONAL UNIVERSITY, STRASBOURG FRANCE**  
09/2006-12/2006

Studies in Art History, European History, and European Culture