

James Mestemaker

Special FX Artist : Animator

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Achievements

- NCSoft's "Award for Creative Innovation 2008"
- 15 years experience in the video game industry

Primary Skill Set

- Special FX
- Art Direction
- Outsource Management
- Process / Personnel Management
- Scrum
- Character / Object Animation
- Modeling / Texturing

Titles

- *Tabula Rasa* (PC) MMO
- *Weekins* (N64)
- *Earth and Beyond* (PC) MMO
- *Site 4* (Arcade)
- *Maximum Force* (Arcade)
- *Area 51* (Arcade)

Software

- Autodesk 3dstudio Max
- Autodesk Character Studio
- Adobe Photoshop
- Adobe Premier
- Painter
- Test Track Pro
- Perforce

Education

- Associates Degree in Fine Art and Computer Animation from Lansing Community College

NCSoft Inc.

Feb 2003 – Present

Lead VFX Artist / Senior Animator

- Art directed all special fx and insured continuity and maintained a high standard of quality.
- Led the production and implementation of special fx tools.
- Worked closely with programming, art and design on expectations vs. performance issues.
- Utilized technical knowledge to implement art into the database and troubleshoot.
- Created best practices and tutorials on how to properly execute visual effect tasks.
- Managed a team of 3 special fx artists.
 - Worked with outsourced concept artists and model builders on weapon creation.
 - Integrated final outsourced assets.
 - Worked with special fx artists and animators to create combat and creature special fx.
 - Wrote mid-point and annual reviews.
 - Held bi-weekly 1 on 1 meetings with members of my team to address concerns, offer feedback and support.
- Insured proper communication between programmers and artists to integrate assets properly.
- Created in-game artwork.
 - Created special fx for 75 combat weapons, 300 combat abilities, and 100's of creatures and environments.
 - Modeled creatures / weapons / objects.
 - Key framed character and creature animation sets.

SuperHappyFunFun

Feb 2002 – Jan 2003

Senior Animator / Senior Special FX

- Created character and creature animations.
- Created special fx for combat and environments.
- Modeled and textured environments, objects and weapons.

EA / Westwood Studios Las Vegas

Feb 2000 – Jan 2002

Senior Artist

- Modeled and textured avatars, space stations and items.
- Edited and directed mocap shoot.
- Manipulated raw mocap data.

Mesa Logic Inc. / Atari / Time Warner Interactive / Midway

March 1994 – Jan 2000

Lead Artist / Senior Artist

- Prototyped a new title.
 - Researched tool and engine options.
 - Wrote initial game design and back-story.
 - Built test levels utilizing Worldcraft (Half-Life) and QeRadiant (Quake 3).
 - Designed new arcade light gun that integrated movement control into the gun.
 - Met with Id about possible gun control project.
- Modeled and textured high and low poly avatars, creatures, environments, weapons and items.
- Created special fx for combat and environments.
- Manipulated raw mocap data.
- Organized thousands of stop motion and blue screen animation files.