

JAMES P. COLLINS

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Objective I am a 3D Artist seeking a position specializing in Animation, VFX and Design.

Qualifications Over twenty years of animation and VFX experience.
Software: Maya, RealFlow, Nuke, After Effects, Photoshop, PFTrack, Syntheyes, MEL, Python.
Management: Successful job management, from conception to completion.
Teaching: Successful training of students and new employees.

EXPERIENCE

Present	Freelance CG Generalist / Lighter. Clients: Ntropic, Carbon, Industrial Color, Craft, NARS.	New York, NY
2012 - 2018	Light of Day. CG Director.	New York, NY
2007 - 2012	Nice Shoes / Guava NYC . CG Director /Senior Animator.	New York, NY
2006 - 2007	Freelance Animator/Designer. Clients: The Mill, Method, Absolute, Resident, The Brand Gallery.	New York, NY
2002 - 2006	Click3X. Director of CG/ Designer.	New York, NY
1998 - 2017	NYU Tisch Undergraduate Film & Television and CADA. Adjunct Instructor for 3D animation.	New York, NY
1994 - 2002	TZ / Telezign. Senior Animator/ Designer.	New York, NY
1990 - 1994	Computed Animation Technology. Art Director/ Animator/ Designer.	Dallas, Texas

EDUCATION

2011	NYU & SVA - Various VFX Courses.	New York, NY
1993	El Centro College – Film.	Dallas, TX
1985 - 1990	William Paterson College - B.F.A. Computer Animation.	Wayne, NJ
1986	Joe Kubert's School of Cartooning.	Dover, NJ

AWARDS

2013	Cannes Lions International Festival of Creativity.
2004	Promax World Bronze - Samsung Spin.
2003	Promax N. America Gold - Samsung Times Square.
2000	HBO Latin America Redesign / Promotional Animation.
1996	GOLD New York Festival World Medal 1996 - HBO Graphic Promos.

Excellent references available upon request.