



JAMES P. COLLINS

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OBJECTIVE:

I am a highly skilled and versatile 3D Artist with extensive experience and proven project management expertise. I am seeking a challenging role aiming to contribute proven project management skills, workflow optimization expertise, and collaborative leadership to enhance team performance and deliver cutting-edge visual storytelling.

QUALIFICATIONS:

- Department Leadership
- Project Management
- Meets Deadlines & Budgets
- Creative Concepts
- Look Development
- Visual Effects (VFX)
- Design / Illustration
- Lighting / Rendering
- Character Design Animation
- Modeling / Texturing
- CG Environments/Assets
- Compositing
- Motion Graphics
- Storyboards
- Problem-Solving
- Estimates & Pitching
- Scripting / Coding
- Training / Teaching
- Compositing

EXPERIENCE:

CG Generalist / Lighter	Collins Creative	NYC/Remote	Present
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Created 3D animation and effects for TV shows such as Dead City, Uglies, Evil, Dark Winds, and Commercials for Cadillac, US Army, and Bose.

CG Director	Light of Day	NYC	2012-2018
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Managed, supervised, and created 3D animation, designs, and effects for Clients such as NY Lotto, Hasbo, Lyrica, Opdivo, Procter & Gamble, Heineken, and Johnson & Johnson.

CG Director /Senior Animator	Nice Shoes / Guava	NYC	2007-2012
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Managed, supervised, and created 3D animation, designs, and effects for Clients such as Verizon, Budweiser, Cartoon Network, General Mills, Chapstick, Good Year, and Music Videos for Kanye West and Lady Gaga.

CG Generalist	Freelance	NYC	2006-2007
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Managed, supervised, and created 3D animation, designs, and effects for studios such as The Mill, Method, Absolute, Resident, and The Brand Gallery.

CG Director	Click3X	NYC	2002-2006
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Managed, supervised, and created 3D animation, designs, and effects for Clients such as Samsung, Canon, New Balance, Verizon, and Milky Way.

Adjunct Instructor	NYU Tisch / CADA	NYC	1998 -2017
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Develop and deliver comprehensive course materials, project-based assignments, and technical demos tailored to artistic and industry standards.

Senior Animator/ Designer	TZ / Telezign	NYC	1994 -2002
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I developed and created 3D animation, designs, and effects for Broadcast Clients such as HBO, CBS, FOX, ESPN, and SCI-FI Channels.

Art Director	C.A.T	Dallas TX	1990-1994
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I developed and created 3D animation, designs, and effects for the Dallas Cowboys, Local Commercials, VR explorations, Album covers, Nikko Toys, and Legal visualization.

EDUCATION:

NYU & SVA - Various VFX Courses.	1990-1994
William Paterson College - B.F.A.	1994-2002
The Kubert School	1986

AWARDS:

2013 Cannes Lions International Festival of Creativity.
 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.

SOFTWARE CAPABILITIES:

Proficient With: Maya, Houdini, Motion-Builder, Arnold, Vray, Redshift, Nuke, Aftereffects, Substance, Mari, Photoshop, PF-tracker, Syntheyes, MEL, and Python.

Ongoing Training: Unreal, Blender, Zbrush, C4D, Python, Midj-Journey, Sora, Chat-GPT, Gemini.

Organizational Use: Shotgun, Google Workspace, Microsoft Office.