

James Littlejohn

Effects Artist

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Demo Reel: <https://vimeo.com/332895227>

Work Experience

Survios, Lead VFX Artist (November 2016 - Present)

- Lead a team of one to two other VFX Artists on various projects.
- Created VFX assets in Unreal Engine for virtual reality and flatscreen.
- Worked with particle systems, materials, HLSL shaders, blueprints and C# scripting.
- Created VFX simulations (liquid, destruction, smoke, fire), using tools such as Houdini and Embergen.

Oculus Story Studios, FX Artist (January 2016 – September 2016)

- Used Houdini and Unreal to create animated geometry for Dear Angelica VR experience.

MPC, Pipeline Developer (May 2015 -December 2015)

- Created pipeline tools using python in Maya and Nuke.

DreamWorks Animation, Effects Animator (Sept 2011- March 2015)

- Created visual effects for various animated feature films
- Used Houdini to create simulations involving destruction, particles, fire and smoke.
- Took over development of a render-farm monitoring tool (python).

Tools

Unreal
Houdini
Photoshop
Embergen
Maya
Unity

Skills

Artistic Vision
Problem Solving
Collaboration
Pipeline Development

Programing Languages

Python
C#
C++
HLSL

Education

Savannah College of Art and Design
BFA in Visual Effects

(2007-2011)