

# James Littlejohn

## Effects Artist

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**Demo Reel:** <https://vimeo.com/139304114>    **GitHub:** <https://github.com/mirrorsword>

## Work Experience

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

- ◆ Used Houdini and Unreal to create procedurally animated geometry for VR.
- ◆ Created custom Unreal materials for effects.
- ◆ Created tools for Unreal using Houdini Engine.

### MPC, Pipeline Developer (May 2015 -December 2015)

- ◆ Simulated and rendered flocking swarm particles for Call Of Duty commercial.
- ◆ Built a python tool to automate wire-frame renders of camera tracking.
- ◆ Created tools for submitting nuke renders to the renderfarm. (PyQt)

### Image Engine, FX TD (April 2015)

- ◆ Worked on avalanche effects, using Bullet and Flip sims in Houdini.

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

- ◆ **Kung Fu Panda 3 (2014-2015)** – Destruction with fractured rigid bodies, grit and dust (Houdini, Bullet solver).
- ◆ **Penguins of Madagascar (2014)** - Particles, dust, fire (Houdini).
- ◆ **Home (2013-2014)** - Particle and smoke simulations. Developed a system for bubble trails (Houdini).
- ◆ **The Croods (2012)** - Worked on smoke, dust, particles, and footprints. Updated studio C++ code for volume conversion in Houdini.
- ◆ **Pipeline Task Force (2013-2015)** - Took over development of a renderfarm monitoring system, making extensive upgrades and improvements. (Python, PyQt).

## Skills

### Primary

Houdini  
Python  
Unreal  
PyQt GUIs  
Nuke  
Maya

### Secondary

Unity  
Photoshop  
After Effects  
Premiere  
Blender  
Cinema4D

### Programing Languages

Python  
Tcsh and Bash (Linux)  
C#  
C++  
RSL, VEX (Shader coding)

## Education

**Savannah College of Art and Design**  
BFA in Visual Effects

**(2007-2011)**