

# James Kirkman

2D & 3D Animation & Design

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## Summary

With over 13 years of professional experience I have had the privilege of working on a wide range of projects for a multitude of clients. With each new assignment, I continue to grow as an artist and professional. I pride myself in being able to deeply consider both aesthetic and technical issues in my work and the work of others.

## Specialties

Creative Direction, Technical Direction, Team Management, Motion Design, Animation, Visual Effects, 2D & 3D Post Production, Production Pipeline Design, Compositing, Rendering, C4D, Maya, Mental Ray, Mudbox, Nuke, After Effects, Photoshop, Illustrator, MEL, Python

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## Experience

### **Freelance Artist at Trailer Park**

March 2011 - Present (2 months)

2D & 3D Animation & Design for Television, Film, and Gaming Clients.

### **Freelance Senior Generalist at Duck Studios**

January 2011 - Present (4 months)

Working in close collaboration with the Producers and Directors at Duck to do whatever it takes to finish difficult shots. (2D, 3D, & Design as needed)

### **Freelance Artist at Fox NE&O**

July 2010 - Present (10 months)

2D & 3D Animation and Design for National and Regional Broadcast Television.

*1 recommendation available upon request*

### **Freelance Artist at Fox Entertainment Group**

2010 - Present (1 year)

2D & 3D Animation and Design for National and Regional Broadcast Television.

### **Principal at Freelance Creative and Technical Direction, Animation and VFX**

June 2009 - Present (1 year 11 months)

*2 recommendations available upon request*

### **Director, Motion Graphics at McCann Worldgroup**

October 2007 - June 2009 (1 year 9 months)

Responsible for creation and oversight of Digital Content Creation capabilities within the agency, including creative direction, staffing, and client relations

- Drafted 24 page plan of action entitled "Growing The Digital Agency" to guide our transition for Senior Management including the CFO, CCO, and Director Of Digital Development
- Oversaw the purchase of equipment and construction projects (including a shooting stage, edit suites and graphics stations) of nearly 1 Million dollars in FY08
- Lead the re-design of the Windows Mobile Mark from category to Brand as the Windows Phone
- Won \$150,000 in new business from an existing client, based on a presentation of creative thinking and process to Microsoft's Global Brand Director, Global CMG, and Global BG groups.
- Provided matte extraction and final color correction of assets developed by an outside vendor (Digital Domain) for a client project to realize a cost savings of \$170,000
- Conducted audits of completed projects revealing over \$200,000 in waste and overages

*5 recommendations available upon request*

### **Lead Animator, Technical Director at Buster**

April 2006 - October 2007 (1 year 7 months)

Established visual style of animation and provided technical direction of projects for broadcast television utilizing 2D and 3D animation, live action, and visual effects. Developed project pipeline and look development including Hardware, Software, and Training recommendations where applicable. Provided animation tool kits and template projects for junior artists as well as technical support.

- Worked on the re-design of numerous networks and television properties, including, FX, Food Network, HBO, WBTV, FOX, and many others
- Developed projects with teams ranging from three to twenty-four
- One of only two salaried, staff employees within the company

*4 recommendations available upon request*

### **Digital Artist and Consultant at Freelance**

August 2001 - April 2006 (4 years 9 months)

Various Locations

All aspects of Production Pipeline including: Concept Design, Graphic Design, Pre-Production, Look Development, Technical Direction, Art Direction, Animation, Visual Effects, and Client Management.

### **Art Director / Lead Animator at Fat Box Films**

June 2000 - August 2001 (1 year 3 months)

Created content for Video Games, Trade shows, and Television. Worked closely with clients and oversaw projects through all stages of development; At all times responsible for final delivery including any and all production work as necessary.

*2 recommendations available upon request*

### **New Media Designer at VisionOne**

March 1999 - May 2000 (1 year 3 months)

**Freelance Designer / Animator at Ad Edge, Fresno**

June 1997 - May 2000 (3 years)

Created Animated Logos, Bumpers, and Show Opens For Local And Regional Clients For Delivery to Area Television Stations

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**Education**

**Compositing in Nuke with Steve Wright**

2010 - 2010

**Self Taught**

Computer Graphics

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**Interests**

CGI, Motion Graphics, Visual Effects, Design, Branding

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## 14 people have recommended James

"I had the pleasure to work with James at Fox. He is an excellent 3D artist, animator and designer. Not only is he easy and fun to work with, but his level of professionalism really shines through his work. I would definitely recommend James to anyone who is looking for a dependable, creative and technically proficient artist."

— **Guillermo Lecuona**, *freelance director/designer, Fox Sports/Fox Networks Group*, worked directly with James at Fox NE&O

"James is an artist and a professional. He brings a "whatever it takes" attitude to every project he does, from the simple to the complex. He understands the importance of perfecting the littlest detail without losing sight of the bigger picture. James also has opinions. This is a good thing. In my experience it has always made our projects better."

— **Kurtis Glade**, was James's client

"James came to the project with great ideas and was able to deliver despite a very tight schedule."

— **Mario de la Vega**, *Director/Producer, Industrial Wilderness*, worked directly with James at Freelance Creative and Technical Direction, Animation and VFX

"In the evolving environment of creating modern marketing the lines between creative and production are blurring. James is one of the rare talents that can thrive in this reality, as he can substantively contribute during creative development AND production. He is a strong thinker and originator of ideas with an eye for design. With equal skill he knows how to effectively articulate his thoughts and has the technical chops to define and execute a tight production plan. While at McCann I found James to be a bright spot on the integrated team during a time when we were trying to break the mold and create new ways of working and collaborating. I really appreciated his insights and his efforts."

— **Sarah Stangle**, *SVP, Director of Print Services, McCann Worldgroup San Francisco*, managed James indirectly at McCann Worldgroup

"One of the most all-around talented people I've ever met, James displays a passion and commitment to projects seldom seen in other individuals. He brings brilliance, candor, and

enthusiasm to any and all projects he is involved with. Not to mention a problem solving attitude, supported by seemingly limitless technical prowess. As a modern day creative super-power, he multiplies all of his skills with great aesthetic taste in regards to video, digital, and tangible content. He also loves unicorns and rainbows."

— **Ben Ramirez**, *Designer/Chief Awesome Officer, McCann Worldgroup*, worked directly with James at McCann Worldgroup

"In short, James knows his shit. He's a problem solver, builder and a creative thinker. Not many people have the deep skill set James has, and in the time I worked with him not only did he apply his talents directly to projects he also spread his wisdom. His influence on those around was astounding, and everyone came away a better professional because of it. In addition to all of this, James is a real pleasure work with because of his egoless drive to get the best work done."

— **Rob Bagot**, *Executive Creative Director, McCann*, managed James at McCann Worldgroup

"I was fortunate to work with James on a couple of large projects. His passion for excellence really propelled the team to produce some amazing concepts and very polished pieces. He was a leader by example always giving 110% of himself to everything he did. Under pressure James was calm, cool and professional, making it easy for everyone around him to do great work under tight deadlines. As a Director of Motion Graphics he was extremely hard working, patient, and quick to teach and help everyone take their creativity to the next level. He is a great manager, mentor and all around extremely talented individual. James's attitude is contagious and inspiring and I hope you have a chance to work with him."

— **Ryan Noonan**, *Digital Art Director, McCann Worldgroup*, worked indirectly for James at McCann Worldgroup

"The thing that's most impressed me working with James is his unwillingness to compromise creatively. He is incredibly detail-oriented and doesn't cut corners when it comes to the work. Yes, he's an extremely talented animator and VFX guy, but more importantly, he understands that the execution has to be grounded in a solid concept. If the idea isn't there the execution will fall short. Additionally, he understands the broader context of any campaign, from branding to user experience. He's collaborative, open to ideas from anyone, and demonstrates strong leadership skills. Truly a top-notch creative and a pleasure to work with."

— **Jonathan Woytek**, *Vice President, Director of User Experience, McCann Worldgroup*, worked with James at McCann SF

"James is a super talented artist and a great problem solver. He came through in the clutch time and time again. Creatively and technically he was an awesome asset to every team every project. Looking forward to working together again in the future!"

— **Kurt Spenser**, *Creative Director/Director, Buster*, managed James at Buster

"James is an incredible person to work with. Knowledgeable on many fronts , extremely creative and gets your projects done on time and nicely done! I cant wait to work with James again!"

— **Chad Bonanno**, *Designer Animator, Buster Design*, worked directly with James at Buster

"A born leader with an enviable wealth of technical knowledge of Maya and CG in general. A true problem solver and logistical director that I hope to work with again soon."

— **Ara Devejian**, *Designer / Animator / Art Director, Freelance*, worked directly with James at Buster

"James exhibits a wide range of talents, from modeling (for 3d and glamour ads) to design to just good old 2d after effects animation - this man does it all and well. His direction is solid, as well, he's a peach to work with."

— **Mike Penny**, *animator, buster design*, worked directly with James at Buster

"James - you are a rare combination of serious, git-R-done, business oriented candor and easy-going, creative, outside thinker. I really enjoyed our time working together, and have hoped that we'd cross paths again to rekindle the working relationship. I can recommend James highly - a man of good character and talent."

— **Jeff Severtson**, *Producer / Editor, Fat Box, Inc.*, worked directly with James at Fat Box Films

"I worked with James Kirkman when I was cutting my teeth in production at FAT BOX Films. I worked along side James as a producer and would constantly be looking to him for creative input on many of my projects. I was continually impressed with James' creativity and problem solving abilities. James is an innovator and a powerhouse of ideas. He enjoys the process of exploring and making ideas blossom into real deliverables that clients always enjoyed. In addition, he was always willing to put in the real hours this career takes to get the job done. More than anything, it is my pleasure to recommend him, not only for his technical abilities, but his passion. He has been in this business for a long time and stays in it because he loves what he does - and that, I believe, is the most important part of what makes him so valuable and talented."

— **Jason Coursey**, *Senior Motion Graphics Designer, Fat Box Films*, worked directly with James at Fat Box Films

[Contact James on LinkedIn](#)