



James Sparkman

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Summary

I'm a lifelong artist with a love of videogames and wildlife. As an artist, I see my role in society as bringing beauty to people's lives. And as a gamer, I've chosen videogames as the vehicle to do just that. I believe the interactive medium defines our time, and wish to explore what it can do. My greatest strength is as an illustrator, but I also have a solid background in animation and game design. While art is my discipline, and gaming is my hobby, I have a wide range of interests that make me a well-rounded part of any team, including: history, philosophy, storytelling, and science (esp. zoology).

Education

The Art Institute of California - Orange County

- Bachelor of Science in Game Art & Design - December 2009

Experience

Artist/Animator at Trigger Happy LLC (October 2012 - March 2014)

- 2D & 3D character and environment art
- 2D & 3D character and prop animation
- Writing tasks (proposals, story, copy, etc.)

Producer at Moyo Studios LLC (November 2011 - May 2012)

- Game and level design
- Correspondence with client

Rotoscope Artist at Identity FX Inc. (May 2011 - June 2011)

- Rotoscoping for stereoscopic conversion
- Feature film: *Conan the Barbarian* (2011)

Artist/Animator at Moyo Studios LLC (May 2010 - March 2011)

- 2D & 3D character and environment art
- 2D & 3D character and prop animation
- Writing tasks (proposals, story, copy, etc.)

Clerk at Gameland (January 2008 - January 2009)

- Cash register operation
- Customer service
- Window painting

References

Mikael Tyrsen (Trigger Happy): mikael.tyrsen@nucontext.com

Christopher Hoffman (Trigger Happy): chr1snv@gmail.com

Leslie Abney (Trigger Happy): ljoanna@live.com

Rasmus Hansson (Moyo Studios): rasmus@furthr.la