

CLARK JAMES

CONTACT

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SUMMARY

Inventive Visual Designer with 20+ years in 2D + 3D design using tasteful color, style, form, type, composition and layout, creating artful motion and graphic design to communicate feeling with intuition and simplicity. Prototype and deliver final content in illustrated or rendered formats for web, UI, animation, VFX, motion graphics and interactive. Lead large creative teams for major brands. Improvise outside the box with a "YES AND". Leave no good ideas behind!

EDUCATION

The Art Institute of Seattle

Associates of Arts Degree in Design
Majored in dimensional illustration, fabrication and graphic design

Upright Citizens Brigade

Advanced Comedic Improvisation - Levels 1-3

Wings Workshops

-Personal Effectiveness Seminar
-Crossover
-Life Works
-Neural Linguistic Programming (NLP-1) certification

SKILLS

Visual Design	Editing
Team Leading	Furniture Design
Prototyping	VFX Supervision
Product Design	Pitch Decks
Commercial Direction	Graphic Design
3D Animation	Post Production
2D Animation	Motion Graphics
Photography	Illustration

SOFTWARE

Adobe CC (Ae, Ps, Ai, Pr, Id, Lr)
Cinema 4D+Redshift (3D, Render)
DaVinci Suite (Edit, Color)
OnShape (CAD)
Chitubox (3D Printing)

WORK EXPERIENCE

Title: Founder + Senior Visual Designer
Company: Metaphor - Santa Barbara, CA (Design Studio)
Duration: 04.2018 - Present
Clients: Nike, Schwab, E.&J. Gallo Winery, Discovery Channel
Responsibilities:

- Design visual content and create media for major brands.
- Production Design stylistic commercial shoots.
- Design and create decks for entertainment and products.
- Design brand identity and graphics packages.
- Produce and Direct animation, graphic and visual content.

Title: Founder + Senior Visual Designer
Company: HIVE-FX - Portland, OR (VFX + Animation Studio)
Duration: 06.2007 - 04.2017
Clients: Nike, NBC, HP, Quaker, ServPro, Asus, Intel, Adidas
Responsibilities:

- Creative Directed and designed 2D & 3D branded content.
- Led creative teams of 35+ artists and producers.
- Won major contracts and grew business by 200% a year.
- Designed post studios, systems and production workflows.
- Developed custom tools for 2D & 3D animation production.

Title: Founder + Senior Visual Designer + Product Designer
Company: UNRULY, LLC - Portland, OR (Camera Products)
Duration: 02.2014 - 03.2017
Responsibilities:

- Designed accessories for RED and GoPro camera brands.
- Oversaw CAD modeling, manufacturing, vendors and specs.
- Designed brand ID for product packaging and website.

Title: Production Designer + Animation Director
Company: Bent Image Lab - Portland, OR (Animation Studio)
Duration: 03.2004 - 02.2007
Clients: P&G, CBS, Cartoon Network, HP, Twistables, Lux, Thom Yorke, Tinactin, Always
Responsibilities:

- Directed and produced commercial content for major brands.
- Oversaw the design and building of production and post production suites and workflow processes.
- Production designed commercial projects.
- Developed first 3D printed characters used in animation.

Title: Founder + Animation Director + Production Designer
Company: Animationwerks - Santa Barbara, CA
Duration: 03.1998 - 06.2004
Clients: Showtime Films, M&MS, Bausch & Lomb, Hellboy, Big Bad VooDoo Daddy, Bad Religion, Lego, BBDO
Responsibilities:

- Directed and production designed animated commercials.
- Supervised Visual FX and post for feature films.
- Led creative teams and producers.

Title: Founder + Visual Designer + Product Designer
Company: NOWWATCH - Santa Barbara, CA (Watch brand)
Duration: 04.2001 - 06.2002
Responsibilities:

- Designed fashion brand of watches for retail distribution.
- Oversaw CAD modeling, manufacturing, vendors and specs.
- Designed brand ID for product packaging and website.

Title: Senior 3D Animator
Company: Will Vinton Studios - Portland, OR (Animation Studio)
Duration: 06.1995 - 02.1996
Clients: M&Ms, Fanta Soda, Chester Cheetah
Responsibilities:

- 3D modeled M&M character facial expressions.
- Rigged characters for animation production.
- Animated key characters - Red, Yellow and Blue M&Ms.
- Invented the Video Lunchbox pencil test animation system.