

CLARK JAMES

CONTACT

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SUMMARY

Inventive Visual Designer and Director with 15 years experience combining 2D and 3D using color, style, form, type, composition and layout to create world class motion media with an emphasis on simplicity and comedy. Prototype and deliver final content in various formats for film, TV, 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: Creative Director + Visual Designer
Company: Metaphor - Santa Barbara, CA (Design Studio)
Duration: 04.2018 - Present
Clients: Nike, Schwab, E.&J. Gallo Winery, Discovery Channel
Responsibilities:

- Design & Direct 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: Creative Director + Producer
Company: HIVE-FX - Portland, OR (VFX + Animation Studio)
Duration: 06.2007 - 04.2017
Clients: Nike, NBC, HP, Quaker, ServPro, Asus, Intel, Adidas
Responsibilities:

- Directed and designed over \$10 million in 2D+3D content.
- Led creative teams of 35+ artists and producers.
- Won major contracts and grew business by 200% a year.
- Designed 3 post studios, dozens of production workflows.
- Developed custom tools for 2D & 3D animation production.

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

- Created accessory line for RED & GoPro camera brands.
- Led CAD modeling, manufacturing, vendors and specs.
- Designed brand ID for product packaging and website.

Title: Director + Production Designer
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.
- Supervised the design of production pipelines, 3 post production suites and complex 3D workflow processes.
- Production Designed 15+ commercial projects.
- Developed first 3D printed characters used in animation.

Title: 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 15+ feature films.
- Guided creative teams and producers.

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

- Designed fashion brand of watches for retail distribution.
- Spearheaded CAD 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.