

# 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:**

- 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:** Founder + Senior Visual Designer + 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:** 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.
- 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:** 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 15+ feature films.
- Guided 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.
- 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.