

JASON THOMAS CAMPBELL

027-926-1695

<http://www.flipandroll.com>

Professional Summary

I am transitioning my career after twelve years of art direction, design and interactive development to my first love visual effects and animation. Prior to working in interaction design I spent three years in animation for commercial production and visual effects for features and three years of feature animation production at Disney Feature Animation as part of the team that brought Walt Disney's Dinosaur to the big screen. I am working very hard to grow my skills as a feature quality animator I have studied at Animation Mentor and iAnimate.net and will be beginning the Creature Workshop of AM in June. I have strong traditional art skills and aptitude in modeling and other general areas of CG production that I can bring to any position I may be a fit for.

Skills

Maya

Trained on Maya at Disney Feature Animation. I've been animating strictly in Maya since 1999.

Experience in hard surface modeling and texturing, UV unwrap, some organic/character modeling.

Photoshop

Since '93 I've used Photoshop for design, painting textures for surfacing, photo manipulation, render post processing.

After Effects

Since '99, experienced in motion graphic design and animation for video production.

Final Cut Pro

Since '00, experienced in editing for marketing videos, HD.

Illustrator

Since '93 I've used Illustrator for traditional illustration and augmenting textures for surfacing.

Nuke

Experience in post processing and compositing rendered animation.

3D Studio Max

Experience in polygonal modeling for props and set furnishings.

Softimage

Experience in prepping scenes for animation production, importing and placement of rigs.

ZBrush

Some experience in sculpting and z-sculpt modeling.

Matador

Painting and cutting of mattes for compositing of feature films.

Videography

Practical video production, lighting, filming using XDCAM, Canon 5D MKII

Relevant Experience

Animator

Prevalent Entertainment

2012

Contract animator on direct to dvd feature. Scene layout, camera and character animation.

Animator

Camber

2004-2005

Contract art lead, responsible for design and programming of Flash, modeling of props and animation of CG avatars for e-learning application under Army contract. Working under LMS and SCORM restrictions for distance learning delivery methods.

Digital Scene Setup Administrator

Walt Disney Feature Animation

1997-1999

Managed scene production setup through film scanning, virtual set modeling, camera match move, and animation. Edited scenes using MAYA, Softimage, and proprietary software. Scripted applications to improve department workflow. Designed and implemented Scene Setup department intranet. For the feature film Dinosaur.

Paint & Roto Artist

Metrolight

1996

Digital paint artist for feature film projects, rotoscoping, and cutting mattes for compositing using Matador software.

Motion Graphics Artist & Animator/ Videographer

Dragonfly Film & Video

1993-1996

Worked as a motion graphic artist for commercial and industrial video production using After Effects. 3D modeling and animation using 3D Studio, and Alias. Videographer / Betacam operator.

Full Work Experience

User experience and UI design

User Experience Consultant

March 2011 – Present

Consultant on UX design for clients such as GuitarCenter.com. Offering services such as conceptualizing new approaches for user account management, retail browsing and purchasing as well as managing and delivering information on the brick and mortar locations, their respective management and sales associates via the GuitarCenter.com website. UI design for iPad application Taposé.

User Experience Evangelist

Microsoft

November 2008 – March 2011

Staffed consultant for the West Region Partner team of Microsoft's Developer & Platform Evangelist group. Specializing in RIA, Mobile UX and UI design. Engaging partner agencies and enterprise application developers on UX strategy. Public speaker for Microsoft on the subject of User Experience both at live events and online.

Art Director

AOL

April 2007 – November 2008

Creative lead for AOL Channels(Shopping, Mobile, Careers, and Personals). Responsible for hiring and managing team of UI and visual designers working for the commerce division of AOL.

New Media Designer Editor, Videographer

BCBSNC

February 2005 – April 2007

Working with the internal marketing department, documenting company events, conceiving statewide promotions such as the 2007 Flu shot campaign with Hurricanes Goalie Cam Ward. Responsible for shooting HD using Sony XDCAM, editing with Final Cut Studio, motion graphics and interactive design for both internal and external presentations and/or media. Redesign Blue Cross and Blue Shield of North Carolina's website. Integrating brand strategies with standards based design and coding. From concept to completed graphics. UI and flash design.

Animator

Camber

July 2004 – February 2005

Online Creative Director

EVO

May 2000 – June 2004

Led and executed creative and technical strategy for web projects for major studios. Hired and managed creative and design and programming teams.

Sr. Designer

Agenda Media Services

February 1999 – May 2000

Managed website development for a business-to-business services provider. Work included interface design, and html and flash programming for the web.

Digital Scene Setup Administrator

Walt Disney Feature Animation

February 1997 – February 1999

Digital Effects Artist

Metrolight

1996

Motion Graphics Artist & Animator/ Videographer

Dragonfly Film & Video

1993-1996

Education

North Carolina School of Communication Arts

Graduate in Art & Animation `93

Animation Mentor

Completed year one of Animation Program
Enrolled in Summer 2012 Creature Workshop.

iAnimate.net

Completed Five workshops