

Jam Graham

Visual Development / Design

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818-357-8267

Education:

California Institute of the Arts 2017- Present
BFA 3 Char Animation
Graduation Spring 2022

Los Angeles County Highschool of the Arts 2010-2014
Visual Arts Major

Skills:

Color: Experienced and Proficient in using color and value to facilitate and enhance story and emotional narratives in film and Visual Media

3D/CG: Maya Proficient & knowledgeable of CG pipeline in texturing, lighting, UV mapping and rigging of environments and characters

Programs:

- Adobe Photoshop, After Effects, Adobe Animate, Adobe Premiere
- TV Paint
- StoryBoard Pro & Harmony
- Maya

Leadership in Creative Productions:

Moderated and a led 2 teams of artists in coding and creating writing, sound, and visual assets for video games for Game Makers Club

Relevant Coursework:

- Color as Storytelling- 2019 by Pixote Hunt
- Visual Development - 2018 Taught by Pixote Hunt
- Character Design- 2017 Taught by Jesse Aclin

Awards

Lillian Disney Scholarship 2017-Present