

James Dalziel

Technical & VFX Artist

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EMPLOYMENT HISTORY

Senior Technical & VFX Artist JUL 2024 - PRESENT

Ubisoft

Collaborated closely with the team to bring the game's creative vision to life. Resolved complex visual-production challenges, built scalable tools and workflows, developed custom shaders and rendering techniques, and produced high-quality visual effects. Unannounced project.

Backend & VFX Technical Director JUL 2021 - JUL 2024

IOM Media

Designed tools and workflows for the VFX team. Solved technical challenges in the VFX, Lighting, and Compositing departments. Trained new and advancing colleagues. Tackled advanced VFX requests.

Freelance Senior Visual Effects Artist JUN 2022 - JUL 2023

Mainframe

Created visual elements for an ambitious TV animation project using Houdini and Nuke. Emphasized self-direction and communication to allow for working remotely and outside studio hours.

Visual Effects Lead JAN 2019 - JUL 2021

IOM Media

Created key VFX in collaboration with show Directors. Assigned, revised, and approved work of VFX team members. Collaborated with management on budgets, schedules, and staffing.

Visual Effects Artist JUL 2016 - DEC 2018

DHX Media

Designed, proxied, produced, and composited visual effects with a focus on storytelling, timing, and composition. Packaged re-usable effects into tools and elements for the VFX team.

Various Roles JUL 2010 - MAY 2016

Copernicus Studios

Managed the Compositing and Editing departments for multiple TV animation projects. Assembled and timed storyboard panels into leicas. Edited TV episodes for internal review and to send to clients. Created 2D and 3D visual elements.

EXPERIENCED IN

- Particles
- Simulations
- Scripting
- Procedural Assets
- Modeling
- Texturing
- Lighting
- Compositing
- Video editing
- Team management

SOFTWARE

- Houdini
- Maya
- Nuke
- Unity
- Unreal
- After Effects
- Photoshop
- Blender
- Premiere Pro
- DaVinci Resolve
- Adobe Animate
- Final Cut
- Perforce
- Git

EDUCATION

3D Animation and Visual Effects

Honours

February 2010

Vancouver Film School,
Vancouver, BC, Canada