James Hanpadungvongs

2D/3D Animator

810 Eddy St, Apt 606
San Francisco, Ca 94109
T 415-215-5491
mrjjh@mac.com
www.jameshanpa-etc.com

Experience

KIXEYE, Senior Character Animator/Artist - Jan 2013-present
Led the animators in a production pod, creating character personalities and worked with design team to develop each character's actions/abilities within technical constraints. Collaborated with TDs to create rigs and animation tools. Implemented, managed, and polished assets into Unity Mecanim. Assisted in developing VFX artwork and animation for each of the characters to round out the final look in game. Made sure the team's work was completed on time to ensure monthly release schedules.

WB Games, Cinematics Animator/Artist - Nov 2010-Nov 2011
Storyboarded and staged sequences from scripts, directed motion capture sessions, animated and cleaned up in-game cinematic sequences from scripts for Lord of The Rings: War In The North, Sesame Street: Once Upon a Monster, and other un-announced projects.

Sony Pictures Imageworks, Intermediate Animator - Nov 2008-Feb 2010
Character animator on G-Force, Cats and Dogs 2: The Revenge of Kitty Galore, and Tim Burton's Alice in Wonderland.

BottleRocket Entertainment, Animator - June 2005-Oct 2008
Developed personality, fighting, and animation styles for each individual character in Xiaolin Showdown (PS2, XBox, and wii) and SplatterHouse (PS3 and XBox 360).

Storytime Pictures, Storyboard Artist/ Character Designer - May 2004-May 2005
Story artist on undeveloped feature film. Developed characters and story on several unfinished television projects.

Education

Academy of Art University, San Francisco, Ca - BFA Traditional Animation, May 2005

Software Experience

Autodesk Maya, Unity Mecanim, Flash, ToonBoom Animate Pro, and 3D Studio Max, Adobe Photoshop and Illustrator, After Effects, Final Cut Pro X, Linux, Windows, and Mac OSX.

Extracurricular

Painter and artist at several art shows around California. An avid hiker/backpacker and traveller/adventurer. A love of film making and film language. Any free time outside of these endeavors is spent drawing, brainstorming, widening my knowledge of art, film, and animation; or playing video games.