JAMES YAMAZAKI
3D CHARACTER & PROP ARTIST

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📍 Austin, Texas

Creative and detail oriented 3D Artist with a comprehensive background in digital art, including digital sculpting, texturing, graphic design, low and high poly modeling. Recognized for being a self motivated and hard working professional that's accustomed to performing under pressure, while completing all projects within schedule.

PROFESSIONAL EXPERIENCE

Game Development Specialist
Nov 2014 - Oct 2019
SAIC, Huntsville AL
- Modeled & UV'd low poly and high poly assets for Unity
- Created PBR textures for vehicles and props

Senior 3D Case Analyst 2
Mar 2014 - Oct 2019
Heartflow Inc., Austin TX
- Modeled and rendered a 3D human heart using CT scan data.

3D Artist
May 2013 - Jan 2014
MyRooms Inc., Salt Lake City UT
- Modeled and optimized low poly assets for Unity.
- Created textures and baked maps for props, characters.
- Helped build a more efficient modeling pipeline.

Lecturer: Fundamentals of 3D Modeling & Texturing
Aug 2011 - Dec 2011
Kapiolani Community College, Honolulu HI
- Instructed an accredited class on the fundamentals of Maya.
- Graded and evaluated students based on their performance.

3D Artist
Mar 2010 - Feb 2011
Hawaii Animation Studio, Honolulu HI

Museum of Natural History: Monsters of the Deep
- Sculpted main dinosaur characters (Kronosaurus, Coalecanth).

Bishop Museum: Deep Ocean Simulator
- Design main character model (Diver) to be used in game.
- Modeled environmental assets and props.

Timoon Animation: Fish & Chips
- Modeled props and environments.

Discovery Channel: Dinosaur Revolution
- Retopologized hi resolution dinosaur scan data.
- Baked hi quality displacement and normal maps.
- Created ground and shadow planes.
- Modeled props and character assets.

Big Idea Entertainment: Veggie Tales the Movie
- Modeled movie quality props and environmental assets.

SKILLS

Texturing
Texture Baking
UV Mapping
Retopology
High Poly Sculpting
Low Poly Modeling
Character Modeling
Creature Modeling
Prop Modeling
Character Design

SOFTWARE

Autodesk Maya
Pixologic ZBrush
Substance Painter
Adobe Creative Cloud
Marmoset Toolbag
Topogun
XNormal
Headus UV Layout
Autodesk Mudbox

EDUCATION

BFA Animation
Nov 2005
Academy of Art University
San Francisco, CA

AFA Graphic Design
Dec 1997
Denver Business College
Honolulu, HI

TRAINING

Organic Modeling with
Madeleine Spencer
Gnomon School of Visual Effects
Los Angeles, CA