

James Little
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www.little3d.com

6520 Delongpre Ave. Apt.219
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(323) 762 - 6774

Education

Gnomon School of Visual Effects
Certificate Program Graduate '06
Certificate of Completion

Southeastern Louisiana University
August, '00 - May, '04
BA in Visual Arts

Skill Set

- Particle Effects and Rigid Bodies – Maya , Blast Code, Nima , Houdini (currently learning), and Realflow
- Expression writing
- Scripting MEL
- Fluid Dynamics – Maya Fluids
- Dynamic Simulations – Realflow

Other Software

- Adobe After Effects, Premiere, Photoshop
- Windows, Mac, and Linux Platforms

Accomplishments

- Oil Painting accepted into the New Orleans Museum of Art for the Art in Bloom Exhibit 2001

Work Experience

- **Sony Computer Entertainment (June '09 - Sept '09)**
- **Job Title:** FX TD
- **Duties:** Created explosions and water effects for pre rendered cinematics.

- **Sony Pictures Imageworks (Jan '09 - May '09)**
- **Job Title:** FX TD
- **Duties:** Create particle effects for Disney's G-Force

- **Flight 33 (October '08 - December '08)**
- **Job Title:** FX TD
- **Duties:** Create all assets involving particles, cloth, fur, hair, within Maya.

- **Activision/Treyarch (May '08 – October '08)**
- **Job Title:** FX Artist
- **Duties:** Create pre rendered fx using Maya and Houdini to be used for in game assets.

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- **Technicolor (Mar '07 – May '08)**
- **Job Title:** FX Animator
- **Duties:** To create a wide range of fx for commercial, film, and broadcast using Maya and integrate them into shots with After Effects.

- **Big Machine Design (Dec '07 – Apr '08)**
- **Job Title:** Freelance Realflow Artist
- **Duties:** To create various fluid simulations using Realflow to achieve the vision of the art director.

- **Montecito College of Art and Design (Dec '06 – May '07)**
- **Job Title:** Fluids & Dynamics, Compositing in After Effects, and Modeling 1 Instructor.
- **Duties:** To instruct teens in the basics of modeling with polygons and NURBS. Also intro to compositing with After Effects and integrating fx from Maya in live action.

- **Audubon Nature Institute New Orleans ('06 – '08')**
- **Job Title:** Freelance CG Artist
- **Duties:** To create all CG elements for an upcoming educational video “Talking Trash”