



**JAMES REYNOLDS**  
DIGITAL ARTIST & CONCEPT DESIGNER

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Over eight years of experience in the visual effects industry has given me the opportunity to work with a variety of companies and clients on feature films, real-time applications, television, advertising.

I strive to help communicate ideas visually and bring them to life through concept art, digital sculpting, and the creation of production-ready 3D assets.

Portfolio can be viewed at : [jcreynolds.com](http://jcreynolds.com)

## EXPERIENCE

### **Character Artist (Freelance) - Tactic** | September 2024 - December 2024

- Designed, modeled, and textured multiple sci-fi characters based on illustrations for an augmented reality application.
- Established a design aesthetic for stylized 3D characters and helped guide the art team towards achieving a coherent visual language across several characters.

### **Modeler & Texture Artist (Freelance) - RogerTV** | October 2020 - September 2024

- Successfully researched, designed, sculpted and delivered a 3D model of Alexander the Great for a docu-drama series featured on the History Channel.
- Generated numerous character, prop, and environment assets for Disney, Netflix, Nickelodeon, Fox Sports, and more.
- Developed character art featured in a project for Make-A-Wish Foundation.
- Promoted Netflix premier by modeling hard-surface assets for a digital billboard featured on Times Square.

### **Character Artist (Freelance) - The Mill** | May 2023 - June 2023

- Generated stylized character art for a commercial airing during the FIFA Women's World Cup.
- Selected from among the team to explore different solutions for technical and aesthetic challenges.

### **Concept Sculptor (Freelance) - MPC** | January 2022 - June 2022

- Successfully translated 2D concept art into 3D models that would be used as key reference for the production team.
- Solved design challenges that arose while updating designs for iconic characters for feature animation.
- Designed original character and creature concepts along with members of the MPC Art Department.

### **Digital Artist (Freelance) - Framestore** | January 2018 - March 2022

- Developed character and prop assets for a real-time engine to be used in an augmented reality application.
- Generated realistic character models based on actors' scan data for high profile ad campaigns.
- Promoted a *Guardians of the Galaxy* experience at Epcot by adapting film assets and creating new models.
- Created digital environments for commercials that were to be featured during the 2020 Tokyo Olympics.
- Delivered assets for numerous commercials by completing modeling, texturing, and look development.

### **3D Artist/Designer - Legacy Effects** | September 2016 - September 2017

- Created 3D models for *Avengers: Infinity War* including the helmet for the mk 50 Ironman suit.
- Modeled costume elements for a series of Boba Fett maquettes for *Side Show Collectibles*.
- Helped design and model the functional Pontus Dive Suits for *Underwater*.
- Developed 2D and 3D concept designs for various film, television, and commercial projects.
- Modeled and prepped numerous assets for 3D printing and fabrication.

## EDUCATION

### **Gnomon School of Visual Effects**

Graduated - 2016  
Modeling and Texturing Track

### **Syracuse University, Bachelor of Fine Arts**

Graduated *cum laude* - 2010  
Computer Art - College of Visual and Performing Arts

## SKILLS

3D Sculpting and Concept Development  
Character and Creature Modeling  
Hard Surface Modeling  
Texture Painting  
Look Development  
Preparing Models for 3D Printing  
Asset Production for Unreal Engine