

**James Alexander Sweeney**  
**Sweeneyjamesvfx@gmail.com**  
**https://vimeo.com/294235025**

## **OBJECTIVE**

Environment/Layout Artist

## **SUMMARY OF QUALIFICATIONS**

Thirteen years of experience working on over 30 feature films and 15 commercial projects.  
Three years of supervisor experience at Scanline VFX.  
On set experience as Techvis/integration supervisor.  
Experience scheduling talent in order to assist with estimates for department bids.  
Experience communicating with multiple departments and working with pipeline engineers to establish proper conventions for an efficient pipeline.  
Experience managing and developing a pipeline for outsource vendors in order to track task deployment, asset ingestion and feedback to vendors.  
Expertise with **Maya 2019, Substance Painter, Photoshop, 3DEqualizer, NukeX, Unreal Engine 4.21, Perforce, Houdini 17.5, ZBrush, Quixel.**  
Feature production experience with rendering using **VRay, Arnold and MentalRay.**  
Hard surface and organic Hi-res and proxy model generation for previs/post using Maya, and Zbrush.  
UV layout and Texture generation/unwrapping skills in Maya.  
Professional experience in the areas of Modeling, Layout, Previs, Postvis, Matchmoving, Particle simulation, Lighting, Texturing and UV layout.

## **PROFESSIONAL EXPERIENCE**

**Virtual Art Department/Environment Artist • Halon**  
***Mouse Guard:(Feature Film) Virtual Art Department Environment Artist*** **2018-2019**

**VR LAB/Environment Artist • LightStorm Entertainment**  
***Avatar Sequels:(Feature Film) Virtual Art Department Environment Artist*** **2017-2018**

**Virtual Art Department/Environment Artist • Digital Domain** **2015-2016**  
***Ready Player One:(Feature Film) Virtual Art Department Environment Artist***  
***Kung Fu Panda VR Experience: (DreamWorks VR) Character Modeling Texturing/UV layout***  
***Jungle Book: (Feature Film) Virtual Art Department Environment Artist***

**PostVis/Tracking• Uncharted Territory** **2015**  
***Independence Day: Resurgence (Feature Film) Tracking/Layout/Postvis***

**Integration Artist • Method Studios** **2013-2014**  
***Hercules: (Feature Film) Anamorphic pipeline integration/Matchmove***  
***Robocop: (Feature Film) Matchmover/Integration/Layout***  
***Divergent: (Feature Film) Matchmover/Integration/Layout***  
***Thor: The Dark World: (Feature Film) Matchmover/Integration/Layout***

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<u>Integration /Layout Supervisor • Scanline VFX Los Angeles</u>	2011-2013
<i>Captain America Winter Soldier: (Feature Film)</i>	
<i>Iron Man 3: (Feature Film) Integration Supervisor</i>	
<i>Man of Steel: (Feature Film) Integration Supervisor</i>	
<i>Wolf of Wall Street: (Feature Film) Integration Supervisor/Layout</i>	
<i>Into the Storm: (Feature Film) Integration Supervisor/Layout</i>	
<i>The Avengers: (Feature Film) Integration Supervisor</i>	
<i>Battleship: (Feature Film) Matchmover/Integration</i>	
<i>Journey 2: (Stereo Feature Film) Matchmover/Integration</i>	
<i>Super 8: (Feature Film) Matchmover/Integration</i>	
<u>Matchmover/Integration Artist • Digital Domain</u>	2011
<i>Real Steel: (Feature Film) Matchmover/Integration</i>	
<i>Tron: Legacy (Stereo Feature Film) Matchmover/Integration</i>	
<i>Percy Jackson &amp; the Olympians (Feature Film) Matchmover/Integration</i>	
<u>Matchmover • Prime Focus</u>	2010
<i>Avatar: (Feature Film) Matchmover/Integration</i>	
<u>Matchmover/Integration Artist • Digital Domain</u>	2007-2009
<i>G.I. Joe: The Rise of Cobra (Feature Film) Matchmover</i>	
<i>The Curious Case of Benjamin Button: (Feature Film) Matchmover/Integration</i>	
<u>Matchmover • Hydraulx</u>	2007
<i>Dark Is Rising: (Feature Film) Matchmover</i>	
<i>Fantastic 4: Rise of the Silver Surfer: (Feature Film) Effects Artist/Matchmover</i>	
<i>Invasion: (Feature Film) Matchmover</i>	
<i>Alien vs. Predator 2: (Feature Film) Matchmover/Rotomation</i>	
<i>Vicarious: (Tool music video) Effects Animator/Lighter</i>	
<u>Roto Artist • Ring of Fire</u>	2006
<i>AT&amp;T Commercial</i>	
<u>VFX Animator • Ignition Creative</u>	2006
<i>Kadakowa Pictures USA: (feature production logo) XSI Artist</i>	
<u>Matchmover • The Orphanage</u>	2005-2006
<i>Grindhouse: (Feature Film) Matchmover</i>	
<i>The Last Mimzy: (Feature Film) Matchmover/Layout</i>	

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**3D Generalist • Kroma VFX**

**2003-2005**

*Head and Shoulders: (Commercial) XSI Lead Artist*  
*Miller MGD: (Commercial) XSI Lead Artist*  
*"Got Milk?" ("Toma Leche") "Teeth Town": (Commercial) XSI Artist*  
*"Not Just Words"-Black Heart Procession: (Music Video) XSI Artist/Composer*  
*"Hospital Food"-David Gray (Atlantic): (Music Video) XSI Artist*  
*"Bounce, Move, Shake, Stop"-Stagga Lee/MVP: (Music Video) XSI Lead/Composer*  
*"Dream Girl"-Dave Mathews Band: (Music Video) Composer/XSI Artist*  
*"Lady Delish"-Pink: (Music Video) XSI Artist*  
*"Perfect Lie" (Acoustic Version) Sheryl Crow: (Music Video) Roto/Beauty*

**Camera Technician • Rocky Mountain Motion Pictures**

**2004-2005**

Prepared 35/Super35mm motion picture cameras for rental; inspected camera equipment for damages upon rental return; organized and filed rental accounts; researched and helped to develop Sets and Stages Department; handled phones and faxes; and interacted with camera crews and production houses.

**Electrician • Taken By Force (Release 2006 Feature Film)**

**2004**

Ran phase 3 electrical throughout locations; set up lights, rigged power where required by D.P. and Gaffer.

**EDUCATION**

***B.A. in Film Production/Cinematography***

**2003**

Cinema Department -San Francisco State University

**REFERENCES**

**Bryan Grill (Scanline VFX Supervisor -number available upon request)**