

# KIM ROSS JAMES

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Art Director | Computer Graphics Artist/Lighter | Technical Director/Lighter

## PROFESSIONAL SUMMARY

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An experienced Computer Graphics Artist specializing in 3D lighting. Well versed in marketing, consumer products and packaging. Known for leveraging computer graphics skills in Unreal Engine, Maya, Davinci Resolve and the Adobe Suite to drive the storytelling process.

## SPECIALIZED SKILLS

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Art Direction, Look Development, Creative Content, CG Lighting, Compositing, Rendering, Unreal Engine Environment Creation: Lighting, Landscapes and Foliage, Graphic Design, Digital Paint, Texture and Shading, Scripting. **Computer Software:** Unreal Engine 5.2, Katana, Davinci Resolve, Maya, Blender, Nuke, Photoshop, Adobe Illustrator, Adobe Indesign, Python

## WORK EXPERIENCE

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### Founder, Creative Director, The Little Pixel: July 2023 - Present

- Founder and Art Director
- Acquire and foster client relationships
- Provide guidance to grow client visibility, branding and sales
- Provide high visibility websites with reservation booking, sales, and inventory capabilities to make day to day actions more effective
- Storyboard, direct and create 3D animations, short videos, and visualizations to bring ideas to life, visualize complex ideas, and promote passion for company brand
- Generate creative content, produce product labels, packaging images, digital art, illustration and company logos with a focus on product character and story

### Lead Computer Graphics Artist, Pixar Consumer Products: June 2011 - June 2023

- Art Directed Pixar Evergreen Franchise products to generate sales and growth
- Worked directly with licensees to develop Pixar related products
- Created style guide content that resulted in hardlines, softlines, home goods, toys and games
- Directed the generation and flow of assets to licensees to drive character integrity in products on shelves
- Maintained asset pipeline to optimize timelines and assure continuity

### Computer Graphics Artist, Pixar Feature Film Lighting: October 2006 - June 2011

- Provided look development and shot lighting in the feature films: Cars 2, UP and Wall.e showcasing an eye for artistic nuances
- Plussed storytelling moments based on dialogue, emotional cues and backgrounds, enhancing the overall emotional impact of the story
- Maintained sequence continuity with attention to detail and subtlety
- Developed lighting effects like Eve's Life Scanner and animated lighting effects like light cast from a fire
- Promoted team dynamics and cohesiveness by hosting monthly team meetings, creating a team announcement and sharing webpage and participating in team bonding/party planning

### Technical Director, Industrial Light & Magic: September 1998 - October 2006

- Provided shader Look Development to create photo realistic cg elements to be added seamlessly to live action plates
- Simulated smoke, muzzle flash and flares in movies like Mission Impossible 3, Pearl Harbor and The Perfect Storm
- Simulated cg water and rain for outdoor rainy cg sets and cg oceans in Star Wars the Clone Wars and The Perfect Storm
- Lit, composited and rendered shots for feature films like Pirates of the Caribbean, Harry Potter, Star Wars, Terminator, Lemony Snicket and more. Please see my portfolio for a complete list.