**James Simmons**

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Technical Artist

Military veteran and published digital artist that includes 16 plus years of working on digital art for AAA console games, mobile games, metaverse creation, rapid prototyping toys, figures, virtual/augmented reality, and 3D military training applications. I’ve worked for several years as a professional artist at premier billion-dollar companies such as Warner Bros. and Zynga. ​

SKILLS

3D modeling and texturing, After Effects, Art asset optimization, Asset library management, Blender, Character rigging, Cross-functional collaboration, Github, Maya, Memory usage optimization, Perforce, Performance optimization, Photoshop, Pipeline development, Shader development, Sourcetree, Substance Painter, Troubleshooting and debugging, Unity, Unreal Engine 5, UV Mapping, Version control systems.

PUBLICATIONS

**EXPOSÉ 12**

Ballistic publishing

**Autodesk Maya Games Curriculum**

Autodesk

EDUCATION

**Field Medicine in FMF Navy Corpsman 8404 (Field Medical Technician)**

U.S. Navy

01/1995 - 01/2008

**Bachelor of Science in Game Art & Design**

The Art Institute of California- San Diego

Honor Graduate

**Degree in Graphic Design**

Southwestern College

WORK EXPERIENCE

**TheMetaGrove**

08/2022 - Present

**Creative Director | Artist**

* Senior 3D Artist
* TheMetaGrove
* Aug 2022 – Present (1 yr 4 mos)
* Art and creative direction for a custom metaverse on the #2 ranked metaverse platform in the world.
* Creative direction for real time online gaming.
* Creative and art direction for real time online metaverse streaming events for a worldwide community.
* Creative and art direction to sub-contractor artists and developers to create custom metaverses.
* Organized IRL worldwide event meetups among exclusive art community members.
* Outsource management.

**James Simmons Designs**

United States

07/2009 - Present

**Owner**

Creation of high-quality 3D art and assets for AAA mobile games, console games, virtual reality content, military simulation, publications, and physical collectibles. My 3D work has been applied to such studios as Warner Bros. and Zynga for several years. I can do any style from stylized to photo real assets. Vehicles, characters, props etc. Metaverse Art Direction.

**Warner Bros.**

United States

01/2020 - 08/2022

**Senior 3D Artist**

* 3D creation of high-quality next generation gaming assets associated with multiple licensed films utilizing the Unreal 5 engine, Maya, and Substance Painter. Completed tasks under tight deadlines with minimal supervision.
* Unreal 5 Engine pipeline for real time games
* Substance Painter pipeline for real time games
* PBR Workflow (Maya->Substance->Unreal Engine)
* Real time Vehicle Design
* Real time World Creation
* Unreal 5 Shader creation

**GreenPark Sports**

Greater Los Angeles Area

11/2019 - 01/2020

**Lead 3D Generalist**

GreenPark Sports creates digital experiences and games for the new generation of sports and esports fans. Our flagship product is a native, free-to-play mobile game played over the top of sporting events, where fans battle to become the undisputed “Best Fans” of their league and season.

**Virtual Reality War Rooms (undisclosed contracts)**

**HTC VIVE Virtual Reality System**

01/2016 - 01/2016

Created 3D virtual reality war rooms for the military and law enforcement. War rooms in which commanders could communicate across far distances in real time in a virtual environment. This was utilizing the Sony HTC Vive Virtual Reality System along with Unity technology.

**Zynga**

Carlsbad, California

10/2014 - 11/2019

**Senior 3D Artist**

I have been leading 3D development on multiple AAA mobile gaming projects for more than five years at Zynga San Diego on highly successful featured mobile games in the match three arena. Games that have been #1 on the app store. The only dedicated and key 3D modeler and texture artist for several years at Zynga San Diego creating and designing characters, creatures, rack art, environments, concept art, and vignette scene layouts. Consistently delivering high quality assets and leading the way in everything 3D. I have consistently delivered art from all phases of art development from 2D concept to 3D art, and in (Unity) engine asset integration plus scene composition. These were all produced and completed under tight deadlines. I was also involved in art production planning meetings and mentoring artists in both 3D and 2D disciplines. Actively participated in interviews and vetting prospective art team members/recommending hires.

* Disciplines utilized during Zynga: Characters, Props, Vehicles
* Mobile Gaming titles contributed at Zynga using Unity:
* Farmville Harvest Swap (Shipped)
* Wizard Of Oz Magic Match (Shipped)
* Willy Wonka's World Of Candy (Shipped)
* Harry Potter (Shipped)

**nliven systems**

San Diego, California

05/2012 - 10/2014

**Lead 3D/2D Artist - Creative Marketing Developer**

* Lead 3D/2D for virtual worlds (Characters/Environments/Vehicles).
* 3D Lighting and Rendering artist for various real time environments and characters. Created various high-quality 3D renders to be used in cinematic scenes.
* Character Artist- Produced numerous high-quality characters under very tight deadlines.
* Level/World Artist - Created levels using the Unity 3D engine. (Level layout, lighting, composition, design, asset creation)
* 2D Concept Art- Produced various 2D concepts for real time characters and virtual environments. Established a consistent look and feel of the game by creating high quality visual concept art pieces and established high quality renders of various cinematic scenes.
* 2D Sprite Animation- Produced numerous 2D sprite animations from the 3D renders I created.
* Marketing- Product website SEO (Search Engine Optimization), Infographics, WordPress design integration for animated slides and images. Social media network creation for product marketing development. Storyboarding, filming, and editing viral marketing commercials.
* Corporate Web Design- Designing various web designs and creating numerous animated web slides.

**DefenseWeb Technologies, Inc.**

San Diego, California

01/2011 - 10/2012

**Senior 3D Artist**

* Senior 3d Modeler/Texture Artist/Zbrush Sculptor for virtual worlds (Characters/Environments/Vehicles).
* 3D Lighting and Rendering artist for various environments and characters. Created various high-quality 3D renders to be used in cinematic scenes.
* Character Artist- Produced numerous high-quality characters under very tight deadlines.
* 2D Concept Art- Produced various 2D concepts for real time characters and virtual environments. Established a consistent look and feel of the game by creating high quality visual concept art pieces and established high quality renders of various cinematic scenes.
* 2D Sprite Animation- Produced numerous 2D sprite animations from the 3D renders I created.

**WowWee**

Carlsbad, California

06/2009 - 07/2011

**Senior Rapid Prototyping Artist (Characters, Vehicles, Environments)**

* WowWee is a leading designer, developer, marketer, and distributor of innovative hi-tech consumer robotic and entertainment products. WowWee maintains operations in Hong Kong, La Jolla, California and Montreal, Quebec.
* Shipped title: Zombie Burbz. Produced 3D characters for an Apple Ipad video game.
* Produces high quality 3D rapid protypes under tight deadlines.
* 3D Concept, Design, and Creation for rapid prototypes of 3D prints.
* Zbrush Sculptor for Action Figure designs, Micro Machines vehicles, and tech products.
* While at Wowwee USA, Inc. I created numerous 3D characters for the Zombie Burbz Apple iPad game. The Zombie Burbz iPad game incorporated augmented reality technology that combined the use of 3d action figures that interfaced with the iPad for 3D game play. The 3D characters I made were created for both the physical 3D action figures and for some of the 3D characters to be used in actual game play. The characters I created were modeled in Maya and Zbrush.

**High Moon Studios**

Carlsbad, California

09/2010 - 04/2011

**Senior Weapons Artist**

* Shipped title: Transformers: Dark of the Moon -AAA Title for the PS3 and XBOX 360
* Created 3D environments for the Transformers: Dark of the Moon video game using Maya and the Unreal 3 Engine.
* Designed and built numerous weapons and armor for the Transformer characters.
* Expertise in making high resolution ILM movie assets into fully functional game models.
* Expertise in baking normal maps from high resolution models.
* Expertise in the "kit-bashing" method of creating assets to speed up production time.
* Created high quality game art during tight production schedules.

**BottleRocket Entertainment**

Carlsbad, California

03/2008 - 11/2008

**Environment Artist – Open World**

* Modeled and textured real-time buildings for Open World environments.
* Modeled and textured real-time vehicles for Open Worlds.

**THQ**

Carlsbad, California

01/2007 - 01/2008

**Environment Artist – Open World**

* Modeled and textured real-time buildings for Open World environments.
* Created open world environments for Saints Row 2 – AAA Title. (THQ Insourcing)

**Sci-Fi Category Award Nomination**

EXPOSÉ 12

PROJECTS

**Star Wars ILM Art Department Challenge Finalist**