

13854 Valleyheart  
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www.jbalcome.com

j.balcome  
DIGITAL ARTIST

## SKILLS

### Technical Skills

- Lighting / Texturing / Shading / Organic & Hard Surface Modeling / 3D Animation

### Software - Linux / Windows / Mac OS X

- VRay
- Arnold
- Mari
- Redshift
- Maya
- ZBrush
- PTGui
- 3ds Max
- Nuke
- Photoshop
- HDR Light Studio
- Substance Painter

## AWARDS

- **Creative Arts Emmy's - Nominated - Best Title Sequence ~ Dardevil**
- **Creative Arts Emmy's - Nominated - Best Commercial ~ Nissan, Father and Son**

## EXPERIENCE

### Staff - CG Generalist - Fuse Fx, Sherman Oaks, CA - April 2017 / Present

Currently working as a 3D generalist with a primary focus on lighting, texturing, and look development.

#### Duties included:

- Lighting (VRay, Redshift)
- Texturing (Mari, Substance Painter)
- Scene Assembly (3ds Max)

### Staff - Lighting/Texturing/Matte Painting - A52, Santa Monica, CA - July 2014 / March 2017

Workes as a 3D generalist with a primary focus on lighting, texturing, look development and matte painting.

#### Duties included:

- Lighting (VRay)
- Texturing (Mari)
- Modeling (Maya)

### VRay Lighting Artist / Mari Texture Painter / Modeler, MPC, Santa Monica, CA - February 2014 / July 2014

Worked as a Mari Texture Painter for Remax (3 Spots) and EA Sports commercials.

#### Duties included:

- Lighting (VRay)
- Texturing (Mari)
- Modeling (Maya)

### Arnold Lighting Artist / Mari Texture Painter / Modeler, Framestore, Culver City, CA - January 2013 / February 2014

Worked as the primary Modeler, Mari Texture Painter, and Lighting/Look Development artist for more than 12 commercials.

#### Duties included:

- Lighting (Arnold/VRay)
- Texturing (Mari)
- Modeling (Maya)

### VRay Artist / Mari Texture Painter / Matte Painting, Digital Domain, Playa Vista, CA - June 2012 / August 2012

Worked as a VRay Artist, Mari Texture Painter and completed Matte Paintings for SKYY Vodka commercial.

#### Duties included:

- Lighting (VRay)
- Shading (VRay)
- Texturing (Photoshop & Mari)

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***VRay Lighting / Shader Developemnt / Texture Painter, Zoic Studios, Culver City CA - April 2012 / June 2012***

Worked as a VRay Lighting Artist for current and ongoing television shows.

**Duties included:**

- Lighting (VRay)
- Shading (VRay)
- Texturing (Photoshop & ZBrush)

***VRay Artist / 3D Generalist / Matte Painter, Kilt Studios, Culver City, CA - August 2011 / December 211***

- Worked as a 3D Generalist, Pre-visualization Artist, Composer, and Matte Painter on projects such as Call of Duty: Modern Warfare 3, Mini Cooper, Slim Jim, and Special K.

**Duties included:**

- Modeling (Maya)
- Texturing (Mari)
- Lighting (VRay)

***Music Video / Short Film "Bird", A Decent Animal, Savannah, GA - March 2010 / April 2011***

- Directed, VFX supervised and developed concept for visual effects heavy music video / short film involving 39 SCAD students. Worked on and oversaw completion of 27 visual effects shots in 10 week period. Full project can be viewed at [www.ada-bird.com](http://www.ada-bird.com).
- Project was featured on Motionographer.com and 3Dworldmag.com.

**Post Production**

- Primary Texture Artist/ Character Modeler
- Lead Matte Painter
- Lighting TD
- Animator

**Pre Production / Production**

- Director
- Visual Effects Supervisor
- Concept Artist/Storyboard Artist

***Lead Designer and Creative Director, PalmettoSoft, Charleston, SC - Spring 2006/Winter 2009***

- Started as an intern in 2006 and worked up through the company by displaying substantial leadership skills and a healthy understanding of design and web usability.

**Duties included:**

- Lead Designer and Creative Director for over 175 web sites
- Managing design team on an average quantity of projects at any given time between 20-25
- Developed production pipeline and protocol for workflow and interaction with clients

**EDUCATION**

***Savannah College of Art & Design - Master of Fine Arts in Visual Effects, Savannah, GA - Fall 2008 / Winter 2011***

- SCAD Honors Scholarship, Awarded \$5000 per year for "Exceptional Artistic Ability" - Fall 2008/Winter 2011
- Teaching Assistant, Photo-real Rendering, Winter 2011 - Prof. Bridget Gaynor

***Trident Technical College - Associates in Animation, Charleston, SC - Fall 2007 / Summer 2008***

- Classes included the study of animation in 2D and 3D form.

***University of South Carolina - Bachelor of Arts, Graphic Design with a minor in Advertising, Columbia, SC - Fall 2001 / Spring 2005***

- Bond University, Gold Coast, Australia - Study Abroad Program, Spring 2004
- Oxford University, Oxford, England - Study Abroad Program, Summer 2003