



# JAMES WESTON

## ASSETS & ENVIRONMENT ARTIST

Graduating from Teesside University with a First Class Honours in Animation and Visual Effects, I started my professional career as a 3D generalist in advertising. I was quickly exposed to all elements of a VFX pipeline, finding joy and strength in asset creation. This has led me down a path of Houdini-based workflows. This passion for asset creation, mixed with my Houdini workflows, allows me to create the highest quality assets and environments.

### INFO

#### Name

James Alexander Weston

#### Location

Vancouver, BC, Canada

#### Status

Permanent Resident of Canada

#### Email

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#### Website

www.jaweston.com

### Social

#### LinkedIn

www.linkedin.com/in/james-weston-033a0aa4/

#### ArtStation

www.artstation.com/jaweston

#### INSTAGRAM

www.instagram.com/jaweston\_vfx/

### Showreels

#### Assets & Environments

www.jaweston.com/showreel

#### 3D Generalist

www.jaweston.com/generalistshowreel



### RELEVANT WORK EXPERIENCE

- DEC - 2023 DNEG, Vancouver *2 Years, 1 Month*  
*Build TD*  
*Due to my Houdini modeling, I am often called into asset methodology/technical meetings to discuss whether or how Houdini could be beneficial for larger and more complex asset builds. I'm frequently able to bridge asset builds that were previously handled by FX or environments, resulting in a more efficient workflow between departments. This also helps alleviate some of the pressure, ensuring that assets are delivered correctly and meet the expected quality standards of the build department*
- OCT - 2021 Framestore IA, London *6 Months*  
*3D Modelling & Texture Artist*  
*I was brought on as a result of my tool creation and procedural workflow that I had been developing in Houdini. My main tasks included hard-surface modeling and texturing. I create and develop HDA's (Houdini Digital Assets) for an efficient workflow, which improves the overall quality of my work. By creating custom tools, I am able to achieve extremely high levels of detail on my assets in a much shorter time*
- APR - 2021 One Of Us, London *1 Year*  
*3D Asset Artist*  
*At One of Us, I modeled and textured props and environments for film. During my time there, I developed new techniques, including procedural modeling methods in Houdini, to achieve faster and more efficient modeling.*
- APR - 2020 The Mill, London *2 Year, 1 Month*  
*3D Generalist*  
*As a generalist, I had hands-on experience with all aspects of the pipeline, from previs to asset creation, lighting, and final shot rendering. During my time at The Mill, my asset creation skills started to get noticed by my supervisors, leading to predominantly being tasked with asset creation. This involved working on a wide range of elements, including creatures and full-scale environments.*
- MAR - 2018 The Mill, London *7 Months*  
*Runner*

### EDUCATION

- 2014-2017 Teesside University, Middlesbrough  
*BA (Hons) Computer Animation & VFX*  
*First Class Honours*
- 2012-2014 Wyke Sixth Form College, Hull  
*A-Levels*  
*Computing: D\* (Distinction Star)*  
*Graphic Design: B*  
*Media Studies: B*
- 2007-2012 Cottingham High School, Cottingham  
*GCSE*  
*8 GCSEs ranging from A-C including, English, Maths, Art and ICT*

### SOFTWARE

MAIN SOFTWARE USED

Houdini

ZBrush

Mari

Marvelous Designer

Substance Painter

Maya

EXPERIENCE USING

Substance Designer

Unreal Engine

### ACHIEVEMENTS

- Last Of Us - Season 1 - 2023 - Emmy Winner 2024  
*-I was part of the environment team on the show whilst at DNEG Vancouver*
- O2 Media Awards - Emerging Talent Runner Up 2013  
*-Nominated for an animated short film I created for my A-Level media project.*