

JAMES MULLER

V I S U A L D E V E L O P E R & C G L I G H T E R

CONTACT



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<https://www.jamesmullerdesigns.com/>



Central coast, NSW

SKILLS

3D software

- Katana Foundry
- Nuke
- Google Sketchup cad
- Blender

2D software

- Adobe Photoshop
- Toon boom
- Sketchbook pro

EDUCATION

University of Technology Sydney

Animal Logic Academy

postgraduate degree
Art department, Lighting
2024

TAFE NSW

statement of attainment

Concept art
2022

deplomainteractive digital media (aka

concept art)
2013

certificate 3 jewellery manufacture

design centre
2012

PROFILE

I have recently completed a Masters of Animation and Visualization at UTS with a focus in visual Development and CG lighting. I have spent years developing my creative skills through multiple TAFE courses and media, mediums e.g. oil painting tutoring .

My aspiration is to be a concept artist and visual developer in the film & game industry. I also have a keen interest in Cg lighting . I have a deep love for fantasy, sci-fi and classical art from which I find inspirational.

WORK EXPERIENCE

Jewellery manufacture / assembly

Rare Earth

2009-2020

- Apprentice in jewellery manufacture
- Assisting in 3d cad modelling
- Operation of C&C machinery
- Making rubber injection molds

intern animator

planet 55

2014-2014

- Assisting In visual development
- Refining edges of rotoscope animation
- ·Coloring animation

jewellery polisher

Sarah& Sebastian

2020-2023

- ·Finishing jewellery products via polishing & plating process
- ·Assisting in assembly of jewellery products
- Working in team environment to assemble, finish and process jewellery products